SERGIO PULIDO

GAME DEVELOPER / SOFTWARE ENGINEER

CONTACT

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Check my portfolio!
https://github.com/SergioPulidoC

SKILLS

Tools

Languages: C#, C++, GDScript, Python, MATLAB
Game Engines: Unity, Godot
Gameplay & Systems: Multiplayer (P2P & client-server), procedural systems, game AI, CV-based interaction
Other tools: GitHub, Jira, Trello, Visual Studio, OpenCV

Soft skills

Adaptability
Teamwork
Time management
Communication skills
Assertive decision-making
Analytical reasoning

EDUCATION

Escuela Colombiana de Ingeniería Julio Garavito

2019 - 2022
MSc. In Electronic Engineering Honours Degree
Final project theme: Facial expression recognition through ML-based CV to help children with ASD
GPA: 4.67 out of 5.0

Escuela Colombiana de Ingeniería Julio Garavito & Universidad del Rosario

2011 - 2017
BSc. in Biomedical Engineering
Final project theme: ML-based BCI for stroke rehabilitation

PROFILE

Game developer with 5+ years of experience creating multiplayer systems, AI-driven mechanics, and interactive experiences in Unity and Godot. I am skilled in gameplay programming, networking, and computer vision for games. MSc in Electronic Engineering and BSc in Biomedical Engineering, with a strong foundation in ML applied to game AI, computer vision, and player interaction. Experienced team leader and university lecturer with published research on ML and game-based rehabilitation.

EXPERIENCE

Game Developer **/ Eufonia Studio**

March 2025 - Present
Contributed to the development of a networked multiplayer board game in Godot. Implemented game AI systems for decision-making and procedural gameplay. Designed interaction logic for first-person minigames, enhancing engagement. Optimized P2P networking and refactored codebase for scalability and performance. Tools: **Godot, GDScript, MultiplayerAPI, GitHub.**

Software RLHF Engineer **/ Outlier**

September 2024 – March 2025
Supported fine-tuning of LLMs with reinforcement learning from human feedback (RLHF). Strengthened coding-related prompt responses. Gained experience in large-scale AI pipelines, complementing gameplay AI background. Tools: **Python, HuggingFace, PyTorch, TensorFlow.**

Instructor Professor **/ Universidad Manuela Beltrán**

February 2024 – June 2024
Taught the Computational Simulation course with a focus on non-parametric ML models, such as ANNs and SVMs. Supervised research and ensured timely, high-quality delivery. Tools: **C++, Python, GitHub.**

Project Leader & Programming Lead **/ Hyzca Studios**

January 2021 – June 2023
Led a team of five to design real-time interactive games powered by ML-based computer vision. Implemented neural networks and facial landmark detection for facial expression recognition and adaptive gameplay. Applied traditional ML models to enable low-latency interaction between players and CV-based systems. Tools: **OpenCV, Unity, C#, C++, GitHub.**

PROJECTS

Town Alight (2023-2025)
Co-developed game jam pixel-art real-time strategy game in Godot, managing villagers to suppress wildfires before critical structures burn, with escalating difficulty and emergent tension. Designed procedural mechanics—fire spread logic, villager behaviors, dynamic interactions—across 12 levels to create engaging micro-strategy gameplay. Tools: **Godot, GDScript, GitHub.**

BCI Rehabilitation Tool (2020)
Developed a brain-computer interface (BCI) videogame to assist stroke rehabilitation by translating motor imagery into character control. Implemented traditional ML pipelines for signal processing and classification of EEG data to detect movement intention in real time. Tools: **MATLAB, Unity, C#, g.Nautilus EEG, Enobio EEG**.