



PEDRO RODRIGO
MEDINA OSORIO

SENIOR AI ENGINEER · AUTOMATION, DOCUMENT INTELLIGENCE & MCP
MEXICAN · BANGKOK, THAILAND · EN / ES / TH (CONVERSATIONAL)

rodrigo.medina@pulsarinteractive.ai

linkedin.com/in/rckdrigo

github.com/rckdrigo

PROFILE

AI engineer building production automation systems — intelligent document processing, agent tooling (MCP), and workflow automation deployed inside client businesses. 13+ years shipping software, including five years in travel tech at American Express Global Business Travel (production NLP at enterprise scale) and Tech Lead at Eibiz in Bangkok. Founded Pulsar Interactive, a software and AI consultancy. Computer Engineering (UNAM); based in Bangkok since 2017.

EXPERIENCE

PULSAR INTERACTIVE

Oct 2025 – Present

FOUNDER / DIRECTOR / CTO:

Founded Pulsar Interactive — MCP servers and Nebula, a modular multi-tenant AI operations platform (document processing → accounting-system posting), built and deployed end-to-end for clients.

AMERICAN EXPRESS GBT

Nov 2020 – Oct 2025

TECHNICAL PROJECT MANAGER: Led technical delivery for conversational AI products across the Americas, APAC, and EMEA.

SENIOR NLP DEVELOPER: Shipped production NLP pipelines — intent, entity, dialogue — for a conversational assistant used by thousands of business travelers.

30 SECONDS TO FLY

Oct 2019 – Nov 2020

SENIOR NLP DEVELOPER: Built Claire, a B2B conversational assistant for corporate travel agencies (acquired by American Express GBT).

EIBIZ CO. LTD

Mar 2017 – Sep 2019

TECH LEAD: Led engineering for a CMS deployed to 11K+ Android screens across Thailand's 7-Eleven network.

SENIOR SOFTWARE ENGINEER: Built interactive installations and enterprise software for banking, retail, and hospitality clients.

ARKAVIS

2016 – 2017

UNITY DEVELOPER: Developed interactive experiences and game prototypes in Unity.

APPS-O-RAMA

2015 – 2016

UNITY DEVELOPER: Built educational mobile games in Unity 5 for Android/iOS (K–2nd grade Common Core).

GLOBANT

2013 – 2014

AUTOMATION DEVELOPER: Developed automated test frameworks and QA tooling.

UNAM

Nov 2012 – May 2013

VR DEVELOPER: Built VR simulations in Unity 3D exploring trauma and psychological experience.

CENTRO MULTIMEDIA · CENART

Mar 2012 – Aug 2012

GAME DEVELOPER: Studied game development at Mexico's national arts institution.

INDEPENDENT

Jan 2012 – Oct 2025

FREELANCE SOFTWARE ENGINEER: 13+ years of freelance engineering across creative, enterprise, and interactive domains.

FOUNDER: Produced Tacofest Bkk and Singha Food Fest — large-scale food and cultural festivals in Bangkok.

NYCE

2013 – 2015

UNITY CERTIFICATION INSTRUCTOR: Taught Unity game development as a certification instructor.

SODVI

May 2010 – Apr 2014

TECH TEAM LEAD: Lead programmer and Unity instructor; shipped Pimo (Square Enix contest) and two Global Game Jam titles.

SELECTED WORK

NEBULA — Multi-tenant SaaS for AI operations · 2025

CLAIRE — 30 Seconds to Fly → American Express GBT · Production NLP · 2019–2023

TERMINAL 21 PATTAYA — Mall directory call center · 2018

GHB BE THE HERO — Bank campaign installation · 2017

TACOFEST BKK — Large-scale event platform · 2020

QT TRIBE — Video streaming & production · COVID-19 · 2020

PTSD KIDNAP SIMULATOR — VR therapy simulation · 2013

TRUE MOBILE RED BOX — Eibiz · 11 K screens · 7-Eleven Thailand · 2019

EIBIZ ANDROID CMS — Screen content management · 2019

THE COFFEE CLUB — Smart screen · 2018

REDBOX — 3D booth previewer · 2020

SINGHA FOOD FEST — Large-scale festival platform · 2021

PIMO — 2D platformer · Square Enix Latinoamérica contest · 2014

AUTOEXPLORATE — AR health campaign · 2014

OPEN TO SENIOR ENGINEERING ROLES — REMOTE OR RELOCATION

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