# Alexandre DO-O ALMEIDA
## Founding Engineer | Technical Product Manager

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 LinkedIn |  GitHub

## SUMMARY

Led CI/CD and autotest infrastructure for PlayStation emulator QA at Sony, enabling large-scale testing and shipping 50+ classics on PlayStation Plus. Cofounding team of Jam.gg (YCombinator S20), driving early development of backend/frontend/cloud infrastructure, building product & QA teams, and helped scale the company from 4 to 60+ people and a $12M Series A. 8+ years in DevOps, product, and fullstack in gaming and tech environments.

## SKILLS

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|---|---|
| **Programming Languages** | Python \| Go \| C++ \| Java \| JavaScript \| TypeScript \| Bash \| React |
| **Cloud & DevOps** | GitHub Actions \| AWS (EC2, S3, DynamoDB) \| GCP \| Firebase \| GitLab CI \| Docker |
| **Tools** | IA & LLM \| Git \| Figma \| Visual Studio \| Confluence \| Jira \| Linear \| Datadog |
| **Practices** | CI/CD \| QA Automation \| Product Management \| Team Leadership \| Agile |

## EXPERIENCE

### Sony Interactive Entertainment
*DevOps Engineer / Autotests Infrastructure Lead*
Feb 2023 - Apr 2025 — *Remote / San Francisco*

- Built from scratch the **CI/CD and autotest infrastructure** for Sony PlayStation emulators, used in the **Classics Catalog (PlayStation Plus)** on PS4 and PS5.
- Automated testing of **5,000+ retro games** on various **console devkits and OS environments**, running continuously via **scheduled jobs and commit-based triggers**, using **Python**, **GitHub Actions**, **AWS**, and **Google/Slack/Linear APIs**.
- Ensured quality and **non-regression testing** for **50+ PlayStation Classics** including *Resident Evil*, *Tomb Raider Legend*, *Tekken 2* and *Legend of Dragoon*.
- Principal maintainer and developer of **CI/CD pipelines** used by **15+ engineers**; led internal **QA processes** and supported **30+ Sony manual testers**.
- Through **Implicit Conversions Inc.**, contributed to **porting and publishing retro titles** on PlayStation, Switch, and PC — including *Micro Mages* and *Fear Effect*.

### Jam.gg (YCombinator S20)
*Founding Engineer / Product Manager*
Mar 2020 - Feb 2023 — *Remote / San Francisco*

- Part of the cofounding team of a **SaaS cloud gaming platform** (ex-Piepacker) incubated by **YCombinator**; helped grow the company to **60+ employees** and raised a **$12M Series A**.
- Core contributor to the **platform architecture** and feature implementation using **Go**, **TypeScript**, and **React** across **backend, frontend, and cloud** systems (Firebase, GCP).
- Created and led the **product** and **QA teams**; managed **recruitment of the first 30 hires** and shaped the **company culture**, overseeing agile practices and cross-team coordination.
- Elaborated and maintained the **product roadmap**; led **specs and delivery** for major features such as Discord/Twitch integration, browser-based Twitch streaming, and a game upload and catalog system.

### Atos
*Innovation Project Manager / Backend Engineer*
Sep 2018 - Jul 2020 — *Aix-en-Provence, France*

- Led a team of **6 developers** on **AI, IoT, and predictive maintenance** projects, designing custom **ESP32-based sensors** and building dashboards following **open data** standards, with **Microsoft Azure**.
- Developed **Java** backend for a secure **geolocation tool** used by the **French Army**; also built a **Grafana dashboard** to visualize code quality for a team of **50+ engineers**.

### Airbus Helicopters
*VR/AR Engineer*
Oct 2017 - Sep 2018 — *Marignane, France*

- Built **immersive simulators** in **Unity (C#)** for **HTC Vive** and **Microsoft HoloLens** to train helicopter technicians.
- Developed a **Python/XML tool** for **Dassault** to generate and maintain technical documentation for helicopters.

### CNRS (French National Centre for Scientific Research)
*Bioinformatics Engineer Intern*
May 2016 - Jul 2016 — *Marseille, France*

- Extended **VisualTE**, a Java/Swing tool for studying the evolution of genetic transposable elements, by adding modules for **2D/3D structure analysis**, **multiple alignments**, and **phylogenetic visualization**.

## EDUCATION

### Master's Degree in Software Engineering – AI & Machine Learning
*Ingesup, Engineering School*
2016 - 2019 — *Aix-en-Provence, France*

### Bachelor's Degree in Cell & Molecular Biology
*Aix-Marseille University, Faculty of Science*
2013 - 2016 — *Marseille, France*