

# 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

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

### EXPERIENCE

#### Sony Interactive Entertainment

Feb 2023 - Apr 2025

*DevOps Engineer / Autotests Infrastructure Lead*

*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)

Mar 2020 - Feb 2023

*Founding Engineer / Product Manager*

*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**; wrote specs for key features such as **Discord/Twitch integration, browser-based Twitch streaming**, and a **game upload and catalog system**.

#### Atos

Sep 2018 - Jul 2020

*Innovation Project Manager / Backend Engineer*

*Aix-en-Provence, France*

- Led a team of **6 developers** on **AI, IoT, and predictive maintenance** projects for clients like the **French Ministry of Ecology**, using **Azure, Grafana**, and industrial protocols.
- Developed **Java features** 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

Oct 2017 - Sep 2018

*VR/AR Engineer*

*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)

May 2016 - Jul 2016

*Bioinformatics Engineer Intern*

*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

2016 - 2019

*Ingesup, Engineering School*

*Aix-en-Provence, France*

#### Bachelor's Degree in Cell & Molecular Biology

2013 - 2016

*Aix-Marseille University, Faculty of Science*

*Marseille, France*