

# Alexandre DO-O ALMEIDA

## Founding Engineer | Technical Product Manager

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[in 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), built product and QA teams, and scaled the platform to \$12M Series A. 8+ years in DevOps, automation, product strategy, and fullstack/cloud infrastructure in gaming and tech environments.

### SKILLS

**Programming Languages** Python | Go | C++ | Java | JavaScript | TypeScript | Bash | React  
**Cloud & DevOps** GitHub Actions | AWS (Lambda, 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

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** a cloud gaming platform (*ex-Piepacker*) incubated by **YCombinator**, grew to **60+ employees**, raised **\$12M Series A**.
- Created the **product and QA teams**; led **recruitment of the first 30 hires** and shaped the **company culture as Engineering & Product Manager**, driving **agile practices** and **roadmap execution** for **10+ engineers**.
- Acted as **founding platform engineer**, building the **architecture** and writing production code in **Go, TypeScript**, and **React** across **backend, frontend, and cloud** services (Firebase, GCP).
- Elaborated and maintained the **product roadmap** and **specifications** for major features like **Discord/Twitch integration**, **localization engine**, **streaming overlay**, and a custom **testing framework**.

#### 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*