Alexandre DO-O ALMEIDA
Senior Platform & AI Engineer

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 alexandre-dooalmeida | aleqsd

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 scaling the platform to 2M users, 500K MAU, and a $12M Series A. 10 years in DevOps, product, and fullstack in gaming and tech environments.

SKILLS

Programming Languages	Python (FastAPI, Flask) | React | Go | C++ | TypeScript | Java | Bash | SQL | Android | Lua
Cloud & DevOps	GitHub Actions | AWS (EC2, S3, DynamoDB, Lambda) | GCP | GitLab CI | Docker | K8s
AI & Engines	LLM & Coding Assistant (OpenAI / Claude) | RAG (Pinecone) | Unity | UE5 | Figma | Linear
Practices	CI/CD | QA Automation | Prompt Engineering | Product Management | Leadership | Agile

EXPERIENCE

Sony Interactive Entertainment (PlayStation)   Feb 2023 - Jul 2025
DevOps Engineer / Autotests Infrastructure Lead   *San Francisco (Remote)*

- 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**, some played by up to **1M players** on PS4/PS5, 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 provided consulting for Sony's QA team of **60+ 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   *San Francisco (Remote)*

- Part of the cofounding team of a **SaaS cloud gaming platform** (ex-Piepacker) incubated by **YCombinator**; scaled the product to **2M users** and **500K MAU**, grew 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   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, 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   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*