Alfredo Sequeida

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EDUCATION

California State University Long Beach
Pursuing a bachelor's degree in Computer Science. Expected graduation date: May 2024.

PlayStation - Software Engineer In Test Intern 05/2022 – Present

Featured in PlayStation's Intern spotlight: https://www.sie.com/en/blog/playstation-summer-2022-intern-spotlight/

Contributed in a software engineering team to create software for automating testing of PlayStation Plus titles (games) using PlayStation developer kits. My role consisted of creating the backend technology responsible for automated title testing, No-reference video quality assessment (to determine the subjective video quality of a game stream), and Audio validation logic (to determine if streams have audio as expected). (Python, AWS S3, Apache Airflow, FFMPEG, Git, Gitlab)

sellphone.io 01/2018

Created a full-stack web application where people can sell their used smartphones with ease by scheduling pickups or shipping in their devices. During active periods Sellphone handles over 2,000 users per month and generates over $80,000 per year in revenue. (Python, Django, Bootstrap, HTML, CSS, JavaScript, Linux, Gunicorn, Nginx, Let's Encrypt, Digital Ocean, Unsplash API, eBay API)

raker 01/2020

Created a full-stack web application to find the best prices for items on local marketplaces such as Craigslist, Offerup, Facebook marketplace, and Letgo using a series of multi-threaded headless Selenium instances to periodically find products based on user-specified criteria such as name, price, and location. Users were notified of these automated finds via email and SMS. (Selenium, Python, Django, Bootstrap, HTML, CSS, JavaScript, Linux, Gunicorn, Nginx, Let's Encrypt, Digital Ocean)

Fvid 10/2020

https://github.com/AlfredoSequeida/fvid

To explore the possibilities of alternative cloud storage solutions, I created a program to store any file as a video using 1-bit color images to survive compression algorithms. The program was able to successfully encode files into videos and then decode them to get back the original data after being uploaded and stored on YouTube's servers. (Python, FFmpeg)

Nerf Gun Call of Duty Warzone Controller 04/2021

https://github.com/AlfredoSequeida/Nerf-Gun-Call-of-Duty-Warzone-Controller
Featured in the news by the Raspberry Pi Foundation: https://www.raspberrypi.com/news/play-call-of-duty-with-a-raspberry-pi-powered-nerf-gun/

Turned a Nerf Gun into a PC game controller using custom 3D printed parts, a repurposed old Android phone, and a Raspberry Pi 4 model B. (Python, Kotlin, Raspberry Pi, OpenSCAD, Shell/Bash)