

Alexandre DO-O ALMEIDA

Lead AI Software Engineer

Agentic AI · Founding Engineer (YC S20) · Sony PlayStation

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SUMMARY

10 years building software: helped scale Jam.gg (YC S20) to **2M users**, delivered AI to **50K students**, and built PlayStation automated testing for **5,000+ games**. I orchestrate Codex and Claude Code agents for autonomous implementation, testing and review, owning architecture and release quality.

148B+ tokens · Ranked #17 worldwide in September 2026

EXPERIENCE

studi

Studi / Galileo Global Education

Lead AI Software Engineer

- Delivered a RAG-based course-support assistant to production for **50,000 students**, using LLMs, LangChain and Langfuse for retrieval, evaluation and observability.
- Partner directly with the **CEO** to lead R&D and engineering transformation at an 800-person education company.
- Lead a full LMS rebuild and videoconferencing platform development, owning architecture and guiding developers through implementation and delivery.

Apr 2026 - Present

Sony Interactive Entertainment / PlayStation

DevOps Engineer / Test Automation Infrastructure Lead · via Implicit Conversions

- Built CI/CD and automated testing for PlayStation emulators with Python, GitHub Actions and AWS, covering **5,000+ games** across console devkits and operating environments.
- Supported release quality for **50+ PlayStation Classics** on PS4/PS5 reaching **millions of players**; maintained pipelines used by **15+ engineers**.

Feb 2023 - Mar 2026

Jam.gg (formerly Piepacker) · Y Combinator S20

Founding Engineer / Product & QA Lead

- Part of the founding team that scaled a cloud gaming platform to **2M users and 500K MAU** as the company raised a **\$12M Series A**.
- Shipped backend, frontend and cloud systems with Go, TypeScript, React, Firebase and GCP, including Discord/Twitch integrations, browser streaming and game catalog systems.
- Created and led Product and QA teams; helped recruit the **first 30 hires** as the company grew to **60+ employees**.

Mar 2020 - Mar 2023

EARLIER EXPERIENCE

Atos · Backend Engineer / AI & IoT Lead. Led 6 developers on Azure predictive maintenance; built Java geolocation systems for the French Army.

2018 - 2020

Airbus Helicopters · Built Unity VR/AR simulators for technician training (Vive, HoloLens); earlier Java backend engineering via Reactis (2016-2017).

2016 - 2018

CNRS · Bioinformatics Engineer Intern. Extended Java tools for genomic structure analysis, sequence alignment and phylogenetic visualization.

2016

TECHNICAL FOCUS

Software

Go · TypeScript · React · Python · Java · SQL · Rust · C++

AI & agents

Codex · Claude Code · RAG · LangChain · Langfuse · AI evaluation

Cloud & delivery

GCP · AWS · Firebase · Docker · Kubernetes · GitHub Actions · CI/CD

EDUCATION & LANGUAGES

Master's in Computer Engineering · Aix Ynov Campus / Ingesup · 2016-2019

BSc, Cell & Molecular Biology · Aix-Marseille University · 2013-2016

French: native · English: full professional proficiency, TOEIC 990/990