Emilio Quezada

Junior AI Engineer

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Profiles

GitHub

LinkedIn

Technical Skills

Programming & Databases
Python, HTML/CSS, SQL, OOP

Full-Stack Development
Node.js, JavaScript, Flask, HTML, CSS, RESTful APIs, Front-End Integration

Version Control and Tools
Git, GitHub, PyCharm, VS Code, Unit Testing

AI & Machine Learning
Machine Learning fundamentals, Data preprocessing, Model evaluation

Algorithmic Systems & Digital Signal Processing (DSP)
Pro Tools, Logic Pro X, WaveLab, Advanced Signal Processing, Virtual Instrument Architecture, Synthesizer architecture, MIDI Mapping

Project Management & Collaboration
Slack, Asana, Trello, Jira

Soft Skills

Problem-solving

Critical Thinking

Collaboration & Teamwork

Communication and Presentation

Attention to Detail

Certifications

Intro to OpenAI API Course
Codecademy
Nov 2025

Retrieval Augmented Generation (RAG)
DeepLearning.AI
Feb 2026

Agentic AI
DeepLearning.AI
Feb 2026

Languages

Spanish
Native

English
C2

Portuguese
B1

German
B1

Junior AI Engineer with foundations in Python, SQL, data workflows, and full-stack development. Experienced in algorithmic signal processing, systematic troubleshooting, and high-volume data operations.

Building practical skills in AI, machine learning, model evaluation, and API development. Strong background in operational reliability, systems integration, and version control.

Education

Masterschool	**Jul 2025 - Aug 2026**
AI Engineering	Training Program
Website	

- Acquiring hands-on experience developing full-stack applications using Python, HTML/CSS, JavaScript (React, Node.js), and SQL, mastering the integration of front-end interfaces with back-end logic.
- Specializing in Generative AI, building applications that leverage Large Language Models (LLMs) and NLP techniques to solve complex data challenges.
- Applying software engineering principles such as object-oriented programming (OOP), test-driven development (TDD), and version control (Git) in real-world projects.
- Building and deploying scalable applications using RESTful APIs, cloud services, and CI/CD pipelines, improving system performance and maintainability.

Pointblank Music School	**Jul 2023 - Jan 2024**
Advance Music Composition and Technology	Training Program
Website	

School of Video Game Audio	**Jan 2016 - Mar 2016**
Wwise Course	Training Program
Website	

SAE Institute	**Sep 2015 - Sep 2016**
Audio Engineering	Training Program
Website	

Conservatori Liceu - L'aula de Música Moderna y Jazz	**Sep 2008 - Sep 2013**
Music Performance and Composition	Bachelor's Degree
Website	

Projects

Resonate App	**Dec 2025 - Mar 2026**
GitHub repository	

- Multi-Agent Architecture: Engineered a 5-agent system using GPT and Gemini for specialized tasks (sentiment, safety, music, books, and chat) with custom prompting and structured output parsing.
- RAG-Enhanced Memory: Implemented conversational memory using LangChain and ChromaDB, allowing the assistant to ground responses in a user's journal history via semantic search, augmented by Tavily for real-time web data.
- Advanced Safety Layer: Developed a "fail-closed" security agent that pre-screens inputs for toxicity or crisis triggers, automatically routing flagged content to support resources and preventing unsafe data persistence.

MovieWeb App	**Nov 2025**
GitHub repository	

- Developed a full-stack, multi-user movie management application using Flask, SQLAlchemy, and SQLite, implementing clean Separation of Concerns and secure API key handling with environment variables.
- Integrated the OMDb API to enable movie creation with real-time data, and built complete CRUD functionality with efficient ORM queries, personalized user views, and robust error handling (404/500 + flash messaging).
- Delivered a polished, responsive interface using Jinja2 templating and custom retro-style CSS, resulting in a smooth user experience and reliable end-to-end data workflows.

MasterBlog - API	**Nov 2025**
GitHub repository	

- Built a RESTful Flask API supporting full CRUD functionality, search, and dynamic sorting of blog posts, using an in-memory data structure for fast testing and iteration.
- Implemented rate limiting (10 requests/min) and CORS configuration with Flask-Limiter and Flask-CORS to ensure security, stability, and frontend-ready integration.
- Delivered a fully functional API with clean endpoint design, robust error handling, and JSON-based responses, enabling smooth interaction for future UI development and easy scalability.

Experience

Pirate.com   **Oct 2018 - Jul 2025**
Operation Manager   Berlin, Germany
[Website]

- Led a team of three Site Managers and fostered functional collaboration (IT, Finance, HR) to align global strategic goals, reducing regional implementation time for new rollouts products by 50%.

- Drove process optimization by developing and executing QA audit protocols for contractors, which reduced the bookings/fault tickets rate by 20% and guaranteed high service standards.

- Applied troubleshooting and diagnostic protocols to minimize technical downtime by an average of two hours per week consistently over six consecutive months managing multi site operational budgets.

- Served as a subject matter expert, delivering operational training to US staff on critical protocols, ensuring global knowledge consistency.

Electronic Arts   **Jan 2016 - Dec 2017**
Localization Audio Programmer   Madrid, Spain
[Website]

- Contributed to the technical integration and configuration management of thousands of localized audio assets (up to 15 languages) across multiple AAA titles.

- Played a key role in mapping samples to technical contexts and data banks, ensuring correct systemic configuration. Executed rigorous QA and batch processing for high-volume data validation, maintaining precise quality standards.

- Managed testing, bug fixing, and utilized Perforce (Version Control) daily for asset tracking and integration.

- Proactively analyzed project plans and predicted technical risks/bottlenecks in the multi-language production pipeline.

- Games I worked on: FIFA 17, Battlefield 1, FIFA 18, UFC 3.

Noise Off   **Mar 2014 - Jan 2016**
Real Time Streaming Systems Engineer   Madrid, Spain

- Directed end-to-end operational aspects of the Noise Off Unplugged streaming platform.

- Responsible for system configuration and rigorous pre-testing of live audio/video broadcasting software.

- Developed a high-throughput content assembly pipeline, utilizing batch processing to efficiently manage and standardize assets for 900+ bands annually.

- Maintained real time system performance and quality standards in a high-pressure environment, ensuring seamless integration of physical and digital system inputs.