



# Emilio Quezada

Junior AI Engineer

Berlin, Germany

+4917770 56948

[equezadanavarro@gmail.com](mailto:equezadanavarro@gmail.com)

<https://www.emilioquezada.com>

## Profiles

[GitHub](#)

[LinkedIn](#)

## Technical Skills

### AI & Machine Learning

Generative AI, Large Language Models (LLMs), Agentic AI, Retrieval-Augmented Generation (RAG), NLP techniques, Machine Learning fundamentals.

### AI Frameworks & Integrations

OpenAI API, LangChain, Multi-Agent Architecture (GPT, Gemini), Web Search Integrations (OpenAI web search tool, Tavily).

### Programming & Databases

Python, SQL (PostgreSQL), JavaScript, HTML/CSS, Object-Oriented Programming (OOP), Vector Databases (Chroma DB & Supabase)

### Full-Stack Development

Flask, FastAPI, RESTful APIs, SQLAlchemy, SQLite, Front-End Integration., Node.js, JavaScript, HTML, CSS

### DevOps, Observability & Tools

Langfuse (LLM Observability), Git, GitHub, CI/CD pipelines, Test-Driven Development (TDD), Unit Testing, PyCharm, VS Code

### 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

Product minded Junior AI Engineer specializing in Generative AI, model agnostic LLM integrations, and multi agent architectures.

Experienced in developing full stack applications and building RAG enhanced systems using Python, vector databases, real-time AI web search integrations and observability tools.

Strong foundation in operational reliability and high volume data workflows, I am deeply focused on architecting scalable solutions with the final product and end customer in mind.

## Education

### Masterschool

AI Engineering

[Website](#)

Jul 2025 - Aug 2026

Training Program

- 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

Advance Music Composition and Technology

[Website](#)

Jul 2023 - Jan 2024

Training Program

### School of Video Game Audio

Wwise Course

[Website](#)

Jan 2016 - Mar 2016

Training Program

### SAE Institute

Audio Engineering

[Website](#)

Sep 2015 - Sep 2016

Training Program

### Conservatori Liceu - L'aula de Música Moderna y Jazz

Music Performance and Composition

[Website](#)

Sep 2008 - Sep 2013

Bachelor's Degree

## Projects

### Resonate App

[GitHub repository](#)

Dec 2025 - Mar 2026

- 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

[GitHub repository](#)

Nov 2025

- 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

[GitHub repository](#)

Nov 2025

- 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.

## Languages

---

**Spanish**  
Native

**English**  
C2

**Portuguese**  
B1

**German**  
B1

## 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.