

Carlos Ballesteros

TECH LEADER & PROJECT MANAGER

20+ years building software, products and developer tooling

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CONTACT

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LANGUAGES

- English (professional communication)
- Spanish (native)

MERITS & COURSES

- Medals in programming olympiads (2006)
- Leadership and management training

TECHNOLOGIES

"Selection, adoption, and leadership of the right technology for the product and the team".
Examples:

- Kotlin, TypeScript, C#, Swift...
- Vue, Svelte, Node.js...
- Docker, Linux, CI/CD, observability (Datadog, PostHog)...
- Jira, Notion, Trello, Obsidian, Miro, VS Code, Copilot, Codex...

MORE INFORMATION

Blog: soywiz.com

Career: linkedin.com/in/soywiz

Github: github.com/soywiz

Availability: Full-time (8h/day) | Remote / Hybrid in Valencia

ABOUT ME

I'm a software creator with over 20 years of experience and a clear focus:

Technology is a medium to create great experiences.

My background includes technical leadership, building products from scratch, and collaborating with AI to accelerate development cycles.

I'm passionate about learning, adapting, questioning assumptions, and building solutions that deliver real value.

LATEST WORK

CAPYDOCS

2025-2026 | Creator

Cross-platform software for Windows and macOS that combines file navigation with advanced note-taking, diagrams, kanban boards, and habit tracking.

- Designed, architected, planned, and fully developed the product
- Leveraged AI to speed up development while maintaining manual control in key decisions
- Implemented feature flags and progressive release strategy
- Coordinated external marketing and promotional assets
- Built infrastructure ready for scalability and an iterative roadmap

Outcome: Delivered a viable product in record time -> focused on monetization and community-driven growth.

KORGE

2017-2025 | Creator / Coordinator

Open-source, cross-platform game engine and associated libraries in Kotlin for desktop, mobile, and TV operating systems. Created and led the project and its community for eight years.

- Designed, developed, and maintained the entire project
- Led the community for 8 years
- Built a full ecosystem of libraries and tooling
- Adopted in commercial products such as InVideo

Outcome: undefined Global recognition, collaborations, and new career opportunities.

GTAHUB

2023-2025 | Principal Engineer / Consultant

Improved team productivity by an order of magnitude through stack, architecture, and delivery-pipeline simplification while mentoring developers and increasing team autonomy.

- Cut compilation times by 50%
- Enabled full IDE debugging -> less friction, higher code quality
- Added observability with metrics, events, and performance data
- Significantly simplified architecture and build workflows
- Progressively migrated frontend code from JavaScript to TypeScript
- Mentored developers in Kotlin coroutines and technical documentation

Outcome: More autonomous and faster team -> accelerated feature delivery.

PAST WORK

Freelance work and various positions at: Akamon/Tangelo Games, Softonic, Our.com, Schibsted, JetBrains, GoKoan, Yaisa, GuruWalk, Credits, InVideo...

Full details available on LinkedIn.