

Carlos Ballesteros

KOTLIN/JAVA TOOLS ENGINEER

20+ years building software, products and developer tooling

soywiz@gmail.com | github.com/soywiz | linkedin.com/in/soywiz



CONTACT

soywiz@gmail.com

LANGUAGES

- English (professional communication)
- Spanish (native)

ENGINEERING

- SOLID, clean architecture, OOP, code reviews, automated testing
- Algorithms, geometry, multimedia formats, data processing

TECHNOLOGIES

Directly relevant experience:

- Kotlin, Kotlin/JVM, Java, coroutines, serialization, dependency injection
- Gradle, OpenGL/WebGL, GLSL, GPU rendering, 2D/3D math and geometry
- Asset pipelines, images, audio/video, JSON, XML, binary formats, async I/O
- Python, Blender, C/C++, Linux, Git, CI/CD, Docker
- SQLite, MySQL, PostgreSQL, MongoDB

MORE INFORMATION

Blog: soywiz.com

Career: linkedin.com/in/soywiz

Github: github.com/soywiz

Availability: Full-time | Remote / Hybrid in Valencia

ABOUT ME

I'm a software engineer with over 20 years of experience, including 10+ years with Kotlin and JVM technologies.

Kotlin/JVM tooling, rendering systems, and data and asset processing pipelines.

I created and led KorGE and its Korlibs ecosystem, building modular libraries, Gradle tooling, graphics, media, I/O, serialization, dependency injection, and multiplatform production workflows.

I turn algorithmic and math-heavy problems into maintainable, tested software, and I am ready to deepen my Python experience for Blender-based automation and rendering pipelines.

RELEVANT EXPERIENCE

KORGE & KORLIBS

2017-2025 | Creator / Lead Engineer

Architected and led a modular Kotlin/JVM and Kotlin Multiplatform engine and library ecosystem for graphics, media, I/O, data processing, and developer tooling.

- Built Gradle plugins, Kotlin DSLs, command-line utilities, hot reload, debugging tools, and cross-platform build and release automation
- Developed OpenGL/WebGL rendering, shaders, image and texture-atlas processing, audio/video support, asynchronous filesystems, and binary/data formats
- Implemented coroutines, serialization, dependency injection, 2D/3D geometry, vector and matrix math, and performance-sensitive CPU/GPU code
- Maintained modular architecture, automated tests, CI/CD, documentation, releases, and an international open-source community for eight years

Outcome: 3,000+ GitHub stars and adoption in commercial products across desktop, web, Android, and iOS.

InVideo

2022 | Principal Software / Engineer

Used KorGE and Kotlin Multiplatform as the hardware-accelerated rendering layer of a production video editor for Android and iOS.

- Delivered product features while evolving the shared rendering engine and cross-platform architecture
- Worked with GPU rendering, multimedia assets, asynchronous workflows, and performance-sensitive mobile code

JTransc

2015-2017 | Creator / Compiler Engineer

Built an ahead-of-time JVM compiler and supporting developer tools with Kotlin and Java, initially focused on games and cross-platform applications.

- Processed JVM bytecode, ASTs, control-flow graphs, binary files, and generated source for multiple targets
- Developed modular build tooling, automated tests, debugging workflows, and cross-platform support for Linux, Windows, macOS, and Android

PAST WORK

Additional software engineering and technical leadership roles at: GTAGHub, Akamon/Tangelo Games, Softonic, Our.com, Schibsted, JetBrains, Creditas, InVideo...

Full details available on LinkedIn.