

Carlos Ballesteros

SOFTWARE ENGINEER

20+ years building software, products and developer tooling

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CONTACT

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LANGUAGES

- English (professional communication)
- Spanish (native)

ACHIEVEMENTS

- Bronze medal, International Olympiad in Informatics (2006)
- Gold medal, Spanish Olympiad in Informatics (2006)

TECHNICAL SKILLS

- Kotlin, Kotlin Multiplatform, coroutines, TypeScript, JavaScript
- Svelte, Tauri, Vite; Rust ecosystem exposure through Tauri
- OpenAI Codex, AI-assisted development, refactoring, testing
- Debugging, observability, Datadog, PostHog, build pipelines
- Python (basic; Django, App Engine); Docker (historical tooling experiments)

MORE INFORMATION

Blog: soywiz.com

Career: linkedin.com/in/soywiz

Github: github.com/soywiz

Availability: Full-time | Remote

SUMMARY

Software engineer with 20+ years building products and developer tools.

End-to-end ownership, from architecture to production.

I use AI for implementation, testing, and documentation, with human review of key decisions.

I simplify systems and pipelines for maintainability, and mentor developers.

RELEVANT EXPERIENCE

CAPYDOCS

2025-2026 | Creator

Created a Windows and macOS workspace combining files, notes, diagrams, and task management with Svelte, TypeScript, and Tauri.

- Owned product design, architecture, planning, and implementation from scratch
- Used AI-assisted development while retaining direct control of key technical decisions
- Implemented feature flags, progressive releases, and infrastructure ready for scalability

Outcome: Delivered a viable product with an iterative delivery roadmap.

Gamershub

2023-2025 | Principal Engineer / Consultant

Improved architecture and developer productivity for a GTA V platform, simplifying systems and delivery workflows.

- Cut compilation times by 50% and enabled full IDE debugging
- Added Datadog and PostHog observability to trace server events and performance problems
- Migrated JavaScript to TypeScript; documented and taught Kotlin coroutines to developers

Outcome: Greater team autonomy and faster feature delivery.

KORGE

2017-2025 | Creator / Coordinator

Created and maintained a Kotlin Multiplatform game engine and reusable libraries for desktop, web, and mobile.

- Built graphics, audio, I/O, data structures, serialization, and developer tooling
- Led an international open-source community and maintained the ecosystem for eight years

Outcome: Adopted in commercial products including InVideo.

ADDITIONAL EXPERIENCE

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

Full details available on LinkedIn.