

# Cristian E. Caroli

## Software Engineer — Engineering Manager

Remote — Based in Barcelona, Spain

[cristiancaroli@gmail.com](mailto:cristiancaroli@gmail.com) — [LinkedIn](#) — [GitHub](#)

Engineering leader with 15+ years of experience delivering scalable systems, building high-performing teams, and driving product-led innovation. Passionate about developer culture, platform strategy, and educational technology. Among others, I've spend time at Twitter, Chess.com, and ThoughtWorks.

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## Skills

### Languages

JavaScript, TypeScript, Java, Ruby, Python, Scala

### Frameworks & Libraries

React, Redux, Express, Spring, Rails, Play

### Cloud, DevOps & Infrastructure

AWS, Jenkins, Travis CI, Docker, Kubernetes, Terraform

### Leadership & Practices

XP, TDD, Scrum, Kanban, Mentorship, OKRs, Hiring Processes

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## Work Experience

### Engineering Team Lead — ChessKid (Chess.com)

Mar 2025 – Present — Remote (Barcelona, Spain)

- Leading engineering across web, iOS, and Android for ChessKid, a platform for children to learn and play chess.
- Coordinating cross-platform strategy, development velocity, and quality.

### Director of Engineering — Stuart

Aug 2024 – Mar 2025 — Remote (Barcelona, Spain)

- Headed the Delivery Network Optimization convoy: 8 teams ( 40 engineers and managers) across Europe.
- Delivered routing algorithms and internal tools, improving delivery network performance across multiple markets.

## **Senior Engineering Manager — Stuart**

**Feb 2023 – Aug 2024** — Remote (Barcelona, Spain)

- Oversaw engineering teams in the Supply & Demand organization.
- Drove incentive and demand management systems; improved collaboration and delivery alignment.

## **Engineering Manager — Twitter**

**Aug 2021 – Feb 2023** — Remote (Barcelona, Spain)

- Managed two ad product teams ( 12 engineers) shipping Quick Promote and Simple Ads.
- Led Boost for iOS launch; owned team growth and hiring.

## **Tech Lead — ThoughtWorks**

**Apr 2019 – Jul 2021**

- Led delivery for AutoScout, ImmoScout, and Zalando Warehouse.
- Facilitated React/TypeScript trainings and leadership workshops.

## **Senior Consultant — ThoughtWorks**

**Jan 2017 – Apr 2019**

- Built scalable services and managed key accounts.
- Shaped delivery strategy and mentored engineers.

## **Head of Product Design — Chalk**

**Aug 2015 – Jan 2017**

- Co-founded Chalk, a fantasy sports site.
- Led design, frontend dev, and brand identity.

## **API Solutions Engineer — 3scale**

**May 2015 – Aug 2015**

- Delivered high-profile API launches and partner integrations using 3Scale's gateway.

## **Game Developer — Akamon Entertainment**

**May 2013 – May 2015**

- Developed games for mundijuegos.com, supporting 11M+ users and daily revenue of \$50k.

## Freelancer and Instructor — Venezuela

2007 – 2012

- Delivered freelance projects including branded websites, microsites, and advergames for local and regional clients.
  - Taught Adobe Flash and ActionScript at design and tech institutes.
  - Designed interactive experiences during the early creative web era.
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## Education

- **Master in Cinematographic Direction** — ESCAC, 2012
  - **Computer Science** — Universidad Simón Bolívar, 2009
    - *Thesis*: Adaptive game environments based on player behavior (*Exceptionally Good Mention*)
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## Speaking Engagements

- Gamexpo, Caracas 2009 — *Chester: Adaptive Storytelling*
  - JOINCIC, Caracas 2009 — *Intelligent Environments for Videogames*
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## Memberships

- Siggraph Volunteer
  - GIA USB (AI Group)
  - CEIC USB
  - JOINCIC Founder (Head of Image)
  - Global Game Jam 2011 — Game Designer
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## Interests

Storytelling · Game Design · AI · Graphics · UX · Interactive Narratives · Engineering Culture