

Cristian E. Caroli

Software Engineer — Engineering Manager

Remote — Based in Barcelona, Spain

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

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 spent time at Twitter, Chess.com, and ThoughtWorks.

Skills

Systems & Architecture

Distributed systems, microservices, event-driven design, high availability, fault tolerance, observability

Cloud & Platform

Cloud architecture, containerization, infrastructure automation, deployment pipelines

Leadership

Team scaling, technical strategy, cross-functional alignment, hiring & mentorship

Domain Expertise

EdTech, Gaming, Advertising platforms, Logistics

Work Experience

Director of Engineering — ChessKid (Chess.com)

Mar 2025 – Present — Remote (Barcelona, Spain)

- Leading engineering at ChessKid, part of Chess.com, the world's number one kid-safe chess platform with over 13 million global users and more than 600K monthly actives.
- Hands-on with backend, mobile, and web systems while driving architecture, reliability, and product delivery.
- Partnering directly with the CTO and VPs, TLs and PMs across Chess.com to align technical execution, product strategy, and long-term platform growth.
- Driving the adoption of agentic coding practices across the team, integrating AI-assisted development into daily workflows.
- Focused on building high-performing teams and ensuring our little users have as much fun as possible without any downtime other than early bed times.

Director of Engineering — Stuart

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

- Head of engineering for the Delivery Network Optimization convoy with 8 teams of engineers, analysts, data scientists, and product/program managers.
- Led 8 teams of ~40 engineers and managers across Europe.
- Built and maintained systems, routing algorithms, and internal tools to optimize delivery network performance.

Senior Engineering Manager — Stuart

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

- Oversaw technical leadership and performance of internal teams in the Supply & Demand organization regulating incentives and demand management.
- Facilitated collaboration between stakeholders and technical contributors.

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

Weight Lifting · Video Game Development · AI · Cinema · Sriracha · Engineering Culture