Cristian Caroli

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> "Imagination will often carry us to worlds that never were. But without it we go nowhere."
> -Carl Sagan

About Me

I am a creative project-driven individual. I believe in teamwork and the seamless integration of art and technology.

Engineer / Game Dev / Filmmaker / Writer

I like pizza, too.

Skills

- **Programming Languages**: JavaScript / ES7, Java, Ruby, Python
- **Collaborative**: XP, Test Driven Development, Scrum, Kanban, Jira, Gitflow
- **Frameworks**: React/Redux, Express, Spring Boot, Rails
- **Cloud**: AWS, Travis, Jenkins, TeamCity, Heroku
- **Tools**: Babel, Webpack, Gulp, Grunt
- **Software**: After Effects, Premiere, Photoshop

Work Experience

Senior Consultant @ ThoughtWorks

january 2017 - current

I am currently leading a team focused in developing and maintaining a collection of business critical services while trying to achieve the utmost standards in software development practices. I am responsible for building client relationships outside the team to generate further influence and impact in the project and refine the business strategy we have to follow.

I also actively participate in our community as a facilitator and contributor in a variety of internal and external events.

Head of Product Design @ Chalk

august 2015 - january 2017

I was one of the founders of Chalk. Our goal was to make the best Daily Fantasy Sports site in the world. I was in charge of the product conception, part of the development team, and overseeing the art direction and brand identity of the company.

API Solutions Engineer @ 3scale

may 2015 - august 2015

My role was to ensure the success of customers as they deployed 3scale's platform. I drove implementation projects covering a wide variety of API architectures for high-profile launches.

I operated on many levels: from high level architecture conceptualization, through coding implementation, together with project management, training and product support.

Game Developer @ Akamon Entertainment

may 2013 - may 2015

Frontend and Backend developer of Social Games for a platform of over 11 million users. Projects developed using Java, AS3/Flash, MySQL, Ruby and Node.js.

Project Manager @ Witbooking

october 2012 - may 2013

Project manager and lead developer. Started a powerful transition from an outdated model and platform to state of the art technology and methodologies.

QA and Tester @ Digital Legends

jan 2012 - jul 2012

QA and testing for the iOS and Android gameRespawnables. Part-time job during my film studies.

Senior Frontend Engineer @ GMT Prime

jun 2011 - dec 2011

Real time data visualization in web applications. Used GRAILS to create the entire front end of a FOREX trading system.

Creative Director / Founder @ Powerdot

2008 - 2011

An IT and creative solutions company I started with several colleagues. We worked with high profile creative and advertisement agencies as Leo Burnett, Kellogg's, and Wikot providing creative and technological solutions in social media and advergames.

Flash and After Effects Instructor @ ARTS Computer Graphics Institute

2008 - 2012

Instructor in one of the most recognized Venezuela's CGI institutes. Taught over 1000 hour of Adobe Software.

Awards

One of the top posts on Tumblr in tech during 2013

2013

Project manager and developer in the project Mcalc, an app that enables individuals all across the gender spectrum to track their menstruation cycle. We were featured in A Year in Review and the Huffington Post.

Best Webapp in Paypal Battle Hack Barcelona

2013

Took the role of product owner and developer in a pay-what-you-want marketplace for secondhand with Paypal integration under 24 hours.

4th Place 1st Vueling Hackathon

2013

Took the role of product owner and developer in a group oriented booking engine with Phonegap under 18 hours.

Personal Interests

Film production and performing arts

I've worked in different multimedia projects that have taken me to Film Festivals in Sitges, San Sebastián and all over Latin America.

I have a YouTube Channel called Super Political Compass

I managed to combine both my passions (programming and film) to make my node package moviematch.

Writing

I am a published author of short stories and I'm currently writing an action novel and a steampunk oddisey.

You can buy my book Bajo la Sombra de los Elefantes in Amazon.

Read some funny stuff I post online in First Draft Endings.

I made a Venezuelan adaptation of Cards Against Humanity called Caracas Against Humanity.

Also, I have my own storytelling blog Invisible Bridges

Digital Card Games

I love to play at a competitive level the following games:

- Hearthstone
- Duelyst
- Clash Royale

I also happen to have a couple of Fortnite wins under my belt in duos and squads.

Education

Master in Cinematographic Direction, ESCAC 2012

2012

This program gave me the tools to understand story structure, narrative and visual language and apply them to multimedia projects.

Bachelor of Engineer in Computer Science in Universidad Simón Bolívar

2004-2009

Mention: Cum Laude. GPA: 4.28 / 5 I specialized in Artificial Intelligence, Computer Graphics and UIX. Universidad Simón Bolívar is one of the most prestigious technical universities in Latin America.

Thesis Research Topic (sept 2008 - sept 2009)

The research work for my bachelor degree consists of the development of an adaptive videogame environment that adjusts based on the user temperance.

The videogame turns more violent when the user tends to apply a more violent strategy. In the same manner, the videogame adjusts to passive player moves by reducing the level of dynamism and violence. At the end the different type of users are questioned to determine if this adaptive strategy makes the game more appealing to their preference. The project obtained an Exceptionally Good Mention.

Certifications

- Fantasy and Science Fiction: Our Human Mind, Our Modern World. University of Michigan.

- Online Games: Literature, New Media and Narrative. vanderbilt University.
- Video Games and Learning. University of Wisconsin-Madison
- Adobe Flash CS3 Instructor, Adobe.
- After Effects CS3 Certified Instructor, Adobe.
- Code School, all the medals.

Memberships

- Siggraph Student Volunteer.
- Member of the Artificial Intelligence Group.
- Computer Science Student's Center (CEIC) USB
- JOINCIC Founder and Head of Image and Advertisement.
- Global Game Jam 2011. Co-Host and Game Designer.

Speaker

- **ThoughtWorks' React Dojo**, Barcelona, ongoing meetup (creator and organizer).
- **Gamexpo**, Caracas 2009, Chester: Adaptive Storytelling.
- **JOINCIC**, Caracas 2009, Intelligent Environments for Videogames.

Areas of Interest

- Storytelling.
- Game Design.
- Interactive Narratives.
- Artificial Intelligence.
- Computer Graphics.
- UX.