

# Albert Carrillo Sorolla

Software Engineer & Product Leader

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Software engineer and product leader. Built an enterprise hospitality platform integrating payments with Oracle POS/PMS across Europe, Middle East, and APAC. Scaled an edtech product from 0 to 200 schools and 15,000 users. Bridging technical architecture and product strategy. AI-powered development workflows. Remote and international team experience.

## BUSINESS & STRATEGY

Business analysis, SOPs design, go-to-market strategy, product-market fit, B2B sales understanding

## PRODUCT

Feature discovery, roadmap ownership, prioritization frameworks, stakeholder management

## WAYS OF WORKING

AI-powered development, remote-first teams, international collaboration, async communication

## ARCHITECTURE

Event-driven systems, DDD, CQRS, microservices, reactive programming, API design

## BACKEND

Java, Kotlin, Micronaut, Kafka, RabbitMQ, PostgreSQL, MongoDB, Redis

## MOBILE

Android (Kotlin), MVVM, Offline First, Room, App2App integrations

## Experience

### Touché / Software Engineering Team Lead

Barcelona, 04/2021 - Present

Leading design and development of an enterprise hospitality platform connecting acquirers (Planet, Adyen, Mashreq, QNB, Comercia, GetNet, Fiserv) with Oracle Symphony, Oracle Opera, loyalty, ticketing, booking, fiscality, and access control through event-driven microservices.

- Architected multi-clustered microservices with Micronaut, Kafka, RabbitMQ, PostgreSQL, MongoDB, Redis
- Developed App2App payment integrations for Android smart POS devices
- Implemented business monitoring dashboards (Grafana) driving operational decisions
- Collaborated with CPO on feature discovery, product prioritization, and business requirements
- Collaborated with COO to redefine F&B Standard Operational Procedures, driving efficiency through Touché system

### TIC Kobex / Software Engineer & Consultant

Sant Cugat del Vallès, 10/2019 - 03/2021

End-to-end development of a B2B logistics mobile app for Grupo Noria (80+ points of sale, 3 logistics centers). Combined technical delivery with operations consultancy.

- Led requirements gathering, design, and project management throughout lifecycle
- Developed Android app for incident tracking, cross-docking, rotating inventory, and warehouse management
- Defined and optimized operational procedures

### Ninus / CPTO & Co-founder

Barcelona, 03/2016 - 03/2021

Transitioned from engineering to product and company leadership for an immersive interactive projection system for preschools using natural interaction (Kinect). Scaled from 0 to 200 schools across Spain, reaching 15,000 young users. Managed cross-functional teams across pedagogy, hardware, commercial, and marketing.

- Defined product vision and roadmap for educational technology targeting early childhood
- Led commercial strategy, partnerships with schools, and digital marketing efforts
- Coordinated hardware design and manufacturing with external partners

### Lead Software Engineer & Co-founder

01/2012 - 03/2016

Built core technology stack from scratch for the immersive projection system.

- Developed custom 2D game engine with Kinect integration for natural interaction
- Created educational games, Unity templates, and AR applications
- Built webapp enabling teachers to create their own educational games
- Developed calibration tools, licensing systems, and web platforms

## **Tecnocampus (UPF)** / University Professor, Part-time

**Mataró, 03/2019 - 08/2023**

Professor for the Bachelor's Degree in Design and Production of Video Games. Subjects: Mathematical Foundations of Video Games, Game Engines, 3D Game Development, and Programming II.

## **Sportclapp** / Product & Strategy Lead

**Barcelona, 11/2017 - 07/2019**

Led product revival for a sports tech startup. Managed outsourced development, shaped go-to-market strategy. Maintained platform generating mobile apps (Android/iOS).

## **DTM Enginyeria La Salle** / Software Engineer

**Barcelona, 09/2011 - 07/2012**

Maintenance and development of the game Terra de Dracs. Signal processing, image recognition, voice recognition, and 3D Audio developed in Java.

## **T-Systems Iberia** / Software Engineer, Internship

**Barcelona, 09/2011 - 07/2012**

Software development for motion capture data processing and automatic ergonomic evaluation in a Mixed Reality project for SEAT. Technologies: C++, Processing, C#.

## Education

### **Master in Multimedia Creation, Design & Engineering**

**Universitat Ramon Llull, 2012 - 2013**

Gamification, serious games, interaction design. Final project: Barcelona Paints Miró.

**Honors**

### Languages

- **Catalan** - Native
- **Spanish** - Native
- **English** - Professional working proficiency

### **Multimedia Engineering**

**Universitat Ramon Llull, 2008 - 2012**

Final project: Physical Mapping System for RAMSIS biomechanics.

**Best Academic Record Award**

### Interests

- Investment & ethical finance
- Music & audio engineering
- Nature, hiking & mountain