

KAROL SHIRLEY

SKILLS

Server

Java, Spring, JPA, MySQL, PostgreSQL, MSSQL, Axon, Redis, Dropwizard, Akka, RxJava, Guice, Jersey, Jackson, JUnit, Mockito, REST Assured, Gson, OnlyOffice, Aspose, PDFBox

Client

Bootstrap, Hugo, WordPress, HTML5, CSS3, Less, JSP, jQuery, JavaScript, Unity3D, UniRx, Zenject

DevOps

AWS, Docker, Kubernetes, Git, Bitbucket Pipelines, Terraform, Maven, Gradle, Liquibase, Flyway, Tomcat

EDUCATION

University of Waterloo,
Waterloo, ON, Canada,
Sep. 2008 – Apr. 2015

Bachelor of Computer Science
Co-op with Software
Engineering Option

INTERESTS

Squash, Videogames,
Scrapbooking/Planning

HYPERJAR

Senior Java Developer

Feb 2020 - Present, London, United Kingdom (On-site & Remote)

- Develop, test, and deliver core platform features such as scheduled transactions, consumer analytics, and awards using Java, Axon, Spring, MySQL, Docker and Maven
- Collaborate with product, mobile, QA and customer support teams on new features and bug fixes using agile methodologies
- Deploy and manage AWS infrastructure using CloudFormation, ECS, RDS, CloudWatch, Ansible, and Bitbucket Pipelines

EXPEFLOW

Software Developer

Sep 2018 – Jan 2020, Waterloo, ON, Canada

- Designed and developed large scale back-end features for web application using Java, PostgreSQL, Flyway, and Tomcat 9
- Implemented front-end web features using JSP, Bootstrap 3, Less, and jQuery
- Coordinated with clients, UI designer and development team to define scope and deliverables for new feature requests

56 GAME STUDIOS

Co-founder, President & CEO

Sep 2016 – Sep 2018, Waterloo, ON, Canada

- Designed, developed and tested features on the System Siege client using Unity3D/C# and back-end microservices using Java, Dropwizard, Maven, and Docker
- Established CI/CD pipeline and managed DevOps for backend micro services in AWS using Terraform, ECS, DynamoDB, CodeDeploy and Bitbucket Pipelines
- Designed, developed and deployed company websites using Hugo, Bootstrap 4, HTML5, CSS3, Photoshop, and JavaScript (jQuery)
- Successfully applied and pitched for UW JumpStart, becoming the first video game company to receive UW funding and earning \$60,000 in seed capital

ELECTRONIC ARTS

Software Engineer

May 2015 – Sep 2016, Kitchener, ON, Canada

- Designed, implemented and tested features for real-time chat service built in Java using Akka, Redis, and RxJava, hosted in AWS for mobile titles such as Plants vs. Zombies Heroes
- Researched and evaluated various DevOps tools and AWS services to help reduce costs and increase security
- Migrated live services to updated cloud infrastructure and provided support for team members onboarding onto new tools

PAID INTERNSHIPS/CO-OPS

Pre 2015

- Various roles from Christie Digital, BMO, BlackBerry and EA totalling 2 years