

KAROL SHIRLEY

SUMMARY

- Software engineer with 8+ years of experience in backend applications, front-end web, and video games
- Expert in core Java and proficient with multiple frameworks including Spring, Dropwizard and Axon
- Extensive experience with REST applications, microservice architecture, test driven development and object oriented methodologies
- 6+ years of DevOps experience: creating and maintaining CI/CD pipelines, writing infrastructure as code, monitoring and alerting, live incident resolution
- Active participant in all parts of the software development life cycle: requirements analysis, design, implementation, testing, releasing and code maintenance

SKILLS

- **Languages:** Java, Kotlin, C#, Typescript, JavaScript
- **Frameworks/Libraries:** Spring, Axon Framework, GraphQL, gRPC, Protocol Buffers, ASP.NET
- **Test Automation:** Spring Test, JUnit, Mockito, REST assured, Jest.js
- **DevOps:** AWS, Docker, Kubernetes, Terraform, CloudFormation, Datadog, CloudWatch, Bitbucket Pipelines
- **Database:** MySQL, PostgreSQL, MSSQL, DynamoDB
- **Frontend:** HTML, CSS, jQuery, Bootstrap, Unity3D (C#)
- **Tools:** Git, Maven, Gradle, Yarn, Liquibase, Flyway, Postman, Swagger

EXPERIENCE

POINT INSIDE

SENIOR SOFTWARE ENGINEER

Sep 2022 – Dec 2022

World's leading indoor mapping and location-based services platform

Seattle, WA

- Designed, developed and tested lambda based APIs for the Bootworks mobile app, a logistics solution within high-density venues using Node.js, Typescript, Yarn and Jest.js for automated testing
- Led initiative to maintain legacy Java project including adding documentation, refactoring code, removing vulnerabilities and improve automated testing

STEP

SENIOR SOFTWARE ENGINEER

Jan 2022 - July 2022

US fintech start-up focused on banking for the next generation

Palo Alto, CA

- Designed, implemented, and tested backend features for Step VISA card and banking platform using Kotlin, gRPC, Dagger, Protocol Buffers, PostgreSQL and Gradle
- Participated in on-call rotation, monitoring services in Google Cloud, investigating and responding to incidents

HYPERJAR

SENIOR JAVA DEVELOPER

Feb 2020 – Dec 2021

UK fintech start-up that provides a free prepaid debit Mastercard and money app

London, UK

- Implemented, tested, and released core platform features including scheduled transactions, consumer analytics, awards, and video KYC using Java, Spring, GraphQL, MySQL, Liquibase and Axon Framework
- Led design, development and deployment of open banking service, and coordinated with third party provider to become PSD2 compliant
- Released and monitored services using Datadog and CloudWatch, investigated customer service issues and responded to live incidents
- Managed cloud infrastructure in AWS (ECS, EKS, RDS, VPC, API Gateway, Route53, S3) using CloudFormation

EXPEFLOW

SOFTWARE DEVELOPER

Sep 2018 – Jan 2020

Workflow automation for independent medical evaluations and accident benefit claims

Waterloo, ON, Canada

- Designed, developed, and tested features full stack for J2EE web application and file management system using Java, JPA, PostgreSQL, Flyway, JSP, Bootstrap 3, Less and jQuery
- Coordinated with clients, UX designer and development team to define scope and deliverables for new features including online file processing, recurring appointments and report generation

56 GAME STUDIOS

CO-FOUNDER & CEO

Sep 2016 – Sep 2018

Start-up with the aim of making truly cross platform video games

Waterloo, ON, Canada

- Oversaw business, sales, and marketing operations, defining project scope, goals, and deliverables
- Designed, developed, and tested features on the System Siege client using Unity3D/C# and backend microservices using Java, Dropwizard, Guice and Maven
- Established CI/CD pipeline and managed DevOps for backend microservices and company websites in AWS
- Designed, developed, and maintained company websites using Hugo, Bootstrap 4, HTML, CSS, and JavaScript

ELECTRONIC ARTS

SOFTWARE ENGINEER

May 2015 – Sep 2016

AAA video game company, working on the digital platform team in the mobile division

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 cloud infrastructure tools to reduce costs and increase security
- Migrated live services to updated infrastructure and supported team members onboarding onto new tools

EDUCATION

University of Waterloo

Bachelor of Computer Science Co-op with Software Engineering Option

Sep 2008 – Apr 2015

- Completed seven 4 month internships/co-ops from May 2009 to September 2014 (2+ years total)
- Worked in QA, front-end web, backend (ASP.NET and Java), and game development (Unity3D/C#) at Christie Digital, BMO Bank, BlackBerry, and EA