

KAROL TINSLEY

Co-founder & CEO @ 56 Studios



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WORK EXPERIENCE

56 Studios

Co-Founder & CEO

September 2016 – Present

- Full stack indie game development using Unity, Zenject and UniRx
- Currently working out of the Accelerator Centre in Waterloo, ON as part of their latest cohort

Electronic Arts

Software Engineer

May 2015 – September 2016

- Designed and implemented major 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 infrastructure management tools for AWS to help reduce costs and increase security
- Migrated services to updated infrastructure and provided support for team members onboarding onto new tools

Electronic Arts

Associate Programmer Co-op

May 2014 – August 2014

- Developed features and bug fixes for a multiplatform mass push notification REST service written in Java using Maven, Jersey, Guice, and hosted in AWS
- Load tested mass push notifications by segments and re-implemented part of the data layer to decrease segment processing time by 85% percent

Electronic Arts

Associate Programmer Co-op

May 2013 – August 2013

- Designed and wrote requirements document for a cross-platform mobile app to showcase the team's web services with real-life use cases
- Developed and tested both the client (Unity3D/C#) and server (Java/Google AppEngine) components for the application specified in requirements document

Blackberry

Software Profiling Developer Co-op

May 2012 – August 2012

- Designed, developed and deployed multiple SSRS reports using advanced SQL queries for executive level inquiries
- Developed SSIS job transferring data from an ORACLE database to MSSQL with file I/O and input parsing in C

Blackberry

Software Tools Developer Co-op

September 2011 – December 2011

- Migrated multiple ASP.NET reporting tools maintained by the team into one project, upgrading each project from .NET 2.0 to 4.0
- Designed, developed and deployed a unified web interface that contained all the reporting tools using HTML5 and CSS3

Blackberry

Software Tools Developer Co-op

September 2010-December 2010

- Maintained internal web tools written in ASP.NET with C#, working extensively with ADO.NET to complete multiple feature requests and bug fixes.
- Optimized the front end HTML/CSS for the web tools to allow for better cross browser compatibility and code readability.

EDUCATION

University of Waterloo

Sept. 2008 – April 2015

Bachelor of Computer Science Co-op with Software Engineering Option

Women in CS Undergrad Committee, Big CStar

PERSONAL

Skills

Java, AWS, Akka, RxJava, Redis, Unity3D, C#, Dropwizard, Maven, Guice, Git, Bamboo, Terraform, IntelliJ, HTML/CSS, MSSQL/MySQL, ASP.NET

Interests

Videogames (GT: sonicfan98, NNID: sonicfan986), Planning/Crafting, Crochet, Websites