

# Carl Larsson

+1 (510) 282 - 0845 · cjohanlarsson@gmail.com

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## Summary

I'm a highly self-motivated, **full stack engineer** looking to create innovative and meaningful games with a talented team.

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## Work Experience

### Tricky Token

**Jul 2017 - Present**

#### *Founder, CEO*

Cosmic Fleets (iOS/Android)

- Designed/programmed/3D modeled/produced a **massively multiplayer real-time strategy indie game** entirely solo.
- Implemented a multithreaded combat system, persistent procedurally generated universe, scalable backend, and custom physics engine.
- Unity/C#, .NET Core, DynamoDB, Redis, Elastic Beanstalk, S3, Athena, Golang, WebSockets

Sea Champs - Upcoming (iOS/Android/Web Browser)

- **Online synchronous multiplayer** battle arena game in Unity/C#, LLAPI

Download my games at <http://www.trickytoken.com>

### Zynga

**Oct 2012 - Jun 2017**

#### *Engineering Manager*

- Managed 3 senior software engineers.
- Held weekly 1-1 meetings, managed schedules, and conducted formal performance reviews.
- Drove pair programming sessions, code reviews, and architecture design sessions to encourage team cohesion.
- Traveled to Bangalore to train engineers at Zynga's India studio.

#### *Principal Software Engineer*

Empires & Allies (iOS/Android)

- Architected a **low latency, deterministic, server-authoritative, massively multiplayer mobile strategy game** which supported a peak of 250K+ concurrents.
- Led feature development teams of up to 8 engineers.
- Unity/C#, Node.js and AngularJS

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## Unreleased Titles (iOS/Android)

- Implemented various online real-time multiplayer prototypes for unreleased titles in Unity/C#

## Dawn of Titans (iOS/Android)

- Assisted Natural Motion London team with launch readiness.
- Golang, PHP, C++

## Words With Friends (iOS/Android)

- Improved game backend.
- Ruby on Rails, MySQL, Redis, Objective-C

## A Bit Lucky

**Dec 2011 - Sep 2012**

### *Gameplay Engineer*

#### Solstice Arena (iOS/Android/PC/Mac/Steam)

- Released and maintained Solstice Arena, a **real-time, networked, multiplayer online battle arena game**.
- Architected "game lobby" backend infrastructure, which included a custom glicko-based matchmaking algorithm.
- Awarded Apple's *Editor's Choice* for the iPhone and iPad App Store
- Unity/C#, Ruby on Rails, MemBase, MySQL, Redis, EventMachine

## Mixamo

**Jan 2009 - Aug 2011**

### *Senior Web Engineer*

- Developed and maintained the frontend and backend of Mixamo.com, a 3D animation web application.
- Created the Mixamo Unity Asset Store Plugin (an early adopter), PCA based automatic skeleton mapping and 3D asset obfuscation.
- Ruby on Rails, Unity3D, Flash/Actionscript, and Javascript

## Just Answer

**Aug 2005 - Aug 2008**

### *Web Engineer*

- Employee #2. Worked directly with the CEO to lay the foundation and web infrastructure for JustAnswer.com.
- Implemented a Naive-bayes question categorizer, asynchronous credit card processor, and AJAX chat client.
- ASP.NET, C#, Javascript, CSS, HTML

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## Education

The University of California at Berkeley  
Bachelor of Arts, Computer Science

**May 2005**

Dale Carnegie Management Training

**Oct 2015**

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## Personal Interests

Creating games in my *raison d'être*. I often participate in game jams, indie game meetups, board game nights, and a weekly DnD session with old high school friends. I enjoy all game types: console, PC, mobile, web, commercial, indie, strategy, platformers, shooters, puzzle. I'm always working on something; you can check out some of my prototypes at: <http://www.trickytoken.com>