

# Joel Gallant

+1(306)450-8803 | [joelmgallant@gmail.com](mailto:joelmgallant@gmail.com) | [linkedin.com/in/joelmgallant](https://www.linkedin.com/in/joelmgallant) | [github.com/joelmgallant](https://github.com/joelmgallant)

## EXPERIENCE

---

### VP, Development

May 2020 – Present

*Swarmio Media*

*Halifax, NS*

- Strategic leadership: direct teams across technology stacks and business units to achieve organization goals
- Collaborate with key stakeholders in high-level business priority and planning sessions to foster strong communication and alignment on business priorities
- Lead platform technical design and delivery strategy across multiple applications
- Create and evolve development and business processes for continuous improvement
- Develop and maintain organization-wide roadmap (inc. resources) for software offerings
- Foster a culture of innovation, individual and collective accountability, and open communication to encourage professional growth among team members

### Software Development Manager

September 2018 – May 2020

*Swarmio Media*

*Halifax, NS*

- Building and leading a team to deliver innovative end-to-end platform solutions for the global Esports industry
- Recommend and implement agile development processes and tools throughout the organization and product line
- Implement continuous integration and deployment on cloud-agnostic Kubernetes clusters
- Lead design and transition to microservice-based platform architecture and declarative delivery pipelines
- Evolving legacy platform components to meet emerging business and technical demands

### Technical Director

March 2012 – September 2018

*Telos Entertainment / Contagious Gaming*

*Charlottetown, PE*

- Technical design & execution of video games and services for a wide variety of platforms and clients
- Project planning & reporting, client requirements gathering & negotiation
- Team management, hiring and organizational structures
- Research and development of prototype software and third-party software integration
- Distributed systems deployment & administration, network configuration & monitoring

### Game Developer

March 2009 – March 2012

*Telos Entertainment*

*Charlottetown, PE*

- Technical design & development of internal and contract game titles
- Unity/C#: Desktop/Mobile/Web/SDK
- Objective-C/Java: Native extensions
- AS3/Javascript: Web/Mobile
- Java/Ruby/NodeJS: Backend Services

## EDUCATION

---

### University of Prince Edward Island

Charlottetown, PE

*Bachelor of Science in Computer Science, Co-operative Education Program*

*2005–2010*

### Bluefield High

PE

*High School Diploma, graduated with honors & bilingual certificate*

*2001–2004*

## TECHNICAL SKILLS

---

**Environments:** OSX, Linux, Windows, AWS, GCP

**Languages:** C#, Java, Scala, Python, SQL / NoSQL, TypeScript/JavaScript, HTML/CSS, \*

**Frameworks:** Play, Spring Boot, React, Node.js

**DB:** MySQL / Mariadb, MongoDB, Redis, PostgreSQL

**Developer Tools:** Visual Studio (+Code), IntelliJ IDEA, Xcode, Emacs, (neo)vim, git

**Deployment Tools:** Docker, Kubernetes, ArgoCD, GitLab

**Media:** Adobe Creative Suite, Davinci Resolve, Blender, Unity, Unreal Engine

**Org:** Jira, Confluence, Office Suite, Microsoft Project, ELK