

Joel Gallant

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

EXPERIENCE

VP, Development

May 2020 – Present

Swarmio Media

Halifax, NS

- Direct teams across technology stacks and business units to achieve product and organization goals
- Lead platform technical design and delivery strategy across multiple applications
- Create and evolve development and business processes for high efficiency and value delivery
- Represent technical stakeholders in high-level business priority and planning sessions
- Implement continuous integration and deployment on cloud-agnostic Kubernetes clusters
- Develop and maintain organization-wide roadmap for software offerings

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
- 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