

# Joel Gallant

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## EXPERIENCE

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### VP, Development

May 2020 – Present

*Swarmio Media*

*Halifax, NS*

- 🌐 Technical stewardship during high-growth phase from core team (<10) to global entity (>60 worldwide)
- 🌐 Direct teams across technology stacks and business units to deploy solutions for major telecommunications providers including: Ooredoo Tunisia, Globe (Philippines), and Etisalat UAE
- 📦 Lead platform technical design and delivery strategy across multiple applications and regions
- 📦 Performance and resource optimization in container-based cloud-agnostic Kubernetes deployments: scaled from hundreds to millions of supported users
- 🔍 Investigate and evaluate potential integration partners and acquisition targets for viability and compatibility (technical and strategic)
- 🤝 Collaborate with key stakeholders in high-level planning sessions to foster strong communication and alignment on business priorities
- 🔄 Create and evolve development & business processes for continuous improvement, efficiency, and cost optimization
- 📣 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*

- 🛠 Built and lead development team to deliver innovative end-to-end platform solutions for the global Esports industry
- 📋 Implemented agile processes and tools; granting visibility and consistency to development cycles
- 📦 Evolved legacy platform components to meet emerging business and technical demands
- 📦 Lead design and transition to cloud-native microservice-based platform architecture and declarative delivery pipelines

### Technical Director

March 2012 – September 2018

*Contagious Gaming Inc*

*Charlottetown, PE*

- 🎮 Technical design & execution of video games and supporting services for clients including: Zynga, A&E, National Geographic, Williams Interactive, and Kaplan K12
- 📦 Led evolution of in-house regulated sportsbook platform to support mobile devices and cloud hosting
- ✂ Lead R&D of prototype software and hardware integrations for iOS, Android, Nintendo Wii, and Microsoft Kinect

### 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

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### University of Prince Edward Island

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

Charlottetown, PE

2005–2010

### Bluefield High

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

PE

2001–2004

## HIGHLIGHTED PROJECTS

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### **Swarmio Hive Platform** | *Web: Scala, Play, React, GraphQL, MongoDB, Docker, Kubernetes*

- 👤 Build and lead a team of developers to modernize and extend an existing monolithic esports platform
- 👤 Collaborate with business stakeholders (C-Suite & Product Owner) to develop technical strategy and roadmap
- 👤 Design white-label/co-branding functionality to support multiple clients and regions
- 👤 Architect microservice and API-based platform for scalability and flexibility
- 🔗 Implement new CI/CD processes for cloud-agnostic deployment
- 👤 Develop organization strategy for portfolio of multiple in-house and externally sourced applications
- 👤 Direct and advise business units on technology choices and implementation

### **Contagious Gaming Esports Platform** | *Web: Java, Spring, React, Angular, MySQL*

- 👤 Collaborate with business stakeholders (C-Suite) to design and implement new features and functionality
- 🔗 Migrate legacy web application to modern rendering (React/HTML5 canvas) and PWA deployment packaging

### **Hit it Rich Slots** | *Unity: iOS, Android*

- 👤 Systems design and implementation for pluggable game features and skins
- 👤 Implementation and optimization of game features and effects
- 👤 Multi-platform device deployment, tuning, and verification

### **Big Buck Hunter Experience** | *Unity: Web, iOS, Android*

- 👤 Core gameplay & asset streaming management system design
- 👤 Mobile device rendering optimization & custom shader programming

## TECHNICAL SKILLS

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**Environments:** macOS, 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, GitHub/GitLab

**Media:** Adobe Creative Suite, Davinci Resolve, Blender

**Game Engines:** Unity, Unreal Engine

**Org:** Atlassian (Jira, Confluence), MS Office & Project, ELK