

Joel Gallant

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EXPERIENCE

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 (PH), 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

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