

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

- 🌐 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 for iOS & Android
- 📦 Javascript/TypeScript/AS3: Web/Mobile
- 📦 Java/Ruby/Node.js: Backend Services

EDUCATION

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

Swarmio Hive | *Web/PWA: Scala, Play, React, GraphQL, MongoDB, Docker, Kubernetes*

Gaming engagement platform for players, publishers, and telecommunications providers

- 🏗 Collaborate with business stakeholders (C-Suite & Product Owner) to develop technical strategy and roadmap
- 🏗 Design responsive 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
- ☁ Kubernetes deployment design, implementation, load testing, and optimization

Contagious Sports Regulated Gaming Platform | *Web/PWA: Java, Spring, React, Angular, MySQL*

Real-money sports wagering and instant-win gaming for regulated markets

- 🏗 Collaborate with business stakeholders (C-Suite) to design and implement new features and functionality
- 🔧 Migrate legacy web application to modern rendering (React/HTML5) and PWA packaging
- ☁ Design and implement cloud-based deployment and scaling strategy

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

Casual free-to-play casino experience with licensed properties

- 🏗 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
- 🔧 Development of native extensions for iOS and Android

Big Buck Hunter Experience | *Unity: Web, Node.js, MongoDB*

Social gaming adaptation of the arcade hunting classic

- 🎮 Core gameplay & asset streaming management system design
- 🎮 Mobile device rendering optimization & custom shader programming
- 🔧 Backend service design and implementation for game data management, leaderboards, and analytics

Ooka Island | *Unity: PC/macOS, Ruby, MongoDB*

Educational game for early childhood literacy development

- 🏗 Design and development of core application structure and supporting backend systems
- 🔧 Integration of custom trained neural networks for phoneme-based voice recognition

TECHNICAL SKILLS

Environments: macOS, Linux, Windows, AWS, GCP, Serverless

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

DB: MySQL / Mariadb, MongoDB, Redis, PostgreSQL

Frameworks: Play, Spring Boot, React, Svelte, Django, Phoenix, Wordpress, Node.js

Deployments: Docker, Kubernetes, ArgoCD, GitHub/GitLab

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

Rich Media: Adobe Creative Suite, Davinci Resolve, Blender, Unreal, Unity

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

AI/ML: GPT-3/4, Llama2, Stable Diffusion, Langchain, Copilot