Joel Gallant

+1(306)450-8803 | joelmgallant@gmail.com | linkedin.com/in/joelmgallant | github.com/joelmgallant

EXPERIENCE

VP, Development
Swarmio Media

May 2020 – Present
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 and 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
Swarmio Media

September 2018 – May 2020
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
Telos Entertainment / Contagious Gaming

March 2012 – September 2018
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
Telos Entertainment

March 2009 – March 2012
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
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

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