Sam Gallagher-Bishop

A dynamic, strategic leader with 12 years professional experience leading teams to deliver successful and award-winning applications. I've partnered with companies such as The New York Times, Google, CBC, Facebook, Discovery Channel, and Apple to bring innovative experiences to market. I'm passionate about my trade beyond the 9-5 and have a strong interest in mentorship and shipping to a large-scale consumer-facing market.

CORE COMPETENCIES

Languages
- Unity C#, Typescript, Java, Kotlin, Go, Python

Software Development
- Docker, Kubernetes, Node.js, AWS, GCP, Unity, Flutter, CI/CD pipelines, Angular, React.js

Process
- agile, Git Flow, UML, Technical Architecture, Software Development Lifecycle, Risk Management

WORK EXPERIENCE

Principal Software Engineer *Wizards of the Coast*   **2022- Present**
- Lead a team of software engineers in designing, developing, testing and deploying a mobile game played by 10m+ players annually across various platforms
- Architect and implement scalable, reliable, and secure game systems and features using C#, Unity Engine, and AWS

Technical Director *The Secret Location / Entertainment One*   **2021- 2022**
- Responsible for building a technology division composed of Software Engineers and Quality Assurance personal
- Setting product roadmap and long term vision while overseeing operational strategy
- Maintaining studio relationships and working with third party studios to develop in market products

Associate Technical Director *The Secret Location / Entertainment One*   **2017 - 2021**
- Oversaw a company division comprising a multi-disciplinary set of technical teams across 3 products
- Evaluates development teams, identifying strengths, problem areas, and developing plans for improving performance.
- Responsible for interviewing candidates for technical positions
- Contribute to and advise on product roadmap decisions from a technology standpoint

Interactive developer *The Secret Location / Entertainment One*   **2015 - 2017**
- Led the Android development team creating native applications in Java and Kotlin
- Developing applications for web and platform based experiences
- Developed a in-house Angular CMS for managing high scale websites

Lead developer Spark Growth   **2012 – 2015**
- Working with developers, designers, and project managers to create responsive and effective websites
- Owner of the production and staging environments for high traffic sites
- Mentor junior developers, performing code reviews and advocating agile development practices
- Building highly optimized sites that work across a variety of platforms

EDUCATION

Computer Science, University of Winnipeg   2009 – 2011