Alex Mollinger

Director of Technology | Software Development Manager — Québec, QC, Canada
linkedin.com/in/alexmolling — ###

Engineering leader at ALTKEY, a Québec City studio creating games, mobile apps and web products. Rose from the startup's first developer to Director of Technology, taking on greater responsibility as the team grew, and now leads engineering and product. Largely self-taught, learns fast and stays hands-on, and is now exploring how AI can help teams build and ship better.

Experience

Director of Technology - ALTKEY — 2023 - Present

Provide technical direction across 40+ shipped projects for clients including Mattel, Tanguay, Alloprof and Montréal en Histoires.

Build and lead a team of up to 16 members; directly manage the developers through quarterly 1:1s, mentoring, annual reviews and growth paths, and set workload and priorities across the whole team.

Structure the studio by introducing DevOps, agile practices, automation and code quality standards built on code reviews, documentation, testing and CI/CD pipelines.

Own publishing, from builds, cloud deployments and store submissions to platform certification, across web, mobile, console and Steam.

Support business development by translating client needs into estimates, bids, roadmaps and delivery plans, meeting prospective clients and shaping strategy from a technology perspective.

Direct R&D initiatives, guiding developers exploring emerging technologies such as computer vision, QA automation, DevOps improvements and 3D modeling, and deciding which findings to bring into production.

Lead Developer - ALTKEY — 2019 - 2023

Architected and built 20+ projects as solutions architect and hands-on developer, across varied scopes, platforms and technologies.

Led the development team day to day: assigned work, ran code reviews, unblocked developers on debugging and design, and handled production crises and reliability issues.

Built reusable internal tooling (mobile utilities, UI framework, remote content management) that gave every new project a shared foundation instead of starting from scratch.

Designed the production workflow and iteration processes that later became the studio's DevOps and agile practices.

Mentored developers through the team's early growth, some of whom now hold leadership roles.

Teacher - Bart College — 2019 - 2021

Designed and taught advanced software development applied to games.

Coached students entering the workforce through mentoring, mock interviews and resume/portfolio reviews.

Full-Stack Developer - BKOM Studios — 2018 - 2019

Supported console ports, working in C++ and Lua.

Built mobile and AR apps from prototype to release, and explored new AR applications through R&D.

Prototyped IoT devices on Uno, Esp32 and Raspberry Pi boards.

Full-Stack Developer - ALTKEY — 2017 - 2018

Skills

- **Leadership**: engineering management, hiring & onboarding, mentoring & career development
- **Delivery**: Agile (Scrum, Kanban, SAFe), project and resource planning, product ownership, roadmaps & estimation, stakeholder management
- **Programming languages**: C#, C++, JavaScript/TypeScript, Python, Lua, SQL, Objective-C, Kotlin, Swift
- **Frameworks & engines**: .NET, Unity, React, Angular, Django, Flutter, Cordova
- **Cloud & DevOps**: AWS, GCP, Azure, Firebase, Cloudflare, Docker, Git, CI/CD (Jenkins, GitHub Actions)
- **Publishing**: Play Console, App Store Connect, Nintendo Switch, Steamworks
- **AI tools**: Claude Code, OpenAI Codex, Cursor, Gemini
- **Tools**: Atlassian suite (Jira, Confluence, Trello), Microsoft Project, Google Workspace, Figma, Monday, Notion
- **Languages**: French and English (Native)

Education

- AEC, Video Game Programming and Integration - Bart College, 2016 - 2017