

Ethan Gooding

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WORK EXPERIENCE

The Grand World

Senior Product Engineer — *New York City*

APRIL 2025 - PRESENT

- o Roadmaps and creates the user interfaces, database integrations, and AI tooling that facilitate connections between members of The Grand World's communities of working mothers
- o Partners with clients to provide continual access to satisfaction scores and learnings for their sponsored members via reporting dashboards, consistently cited during contract renewals

Senior Software Engineer — *New York City*

JULY 2023 - APRIL 2025

- o Rebuilt The Grand World's entire web platform using updated technologies, CI/CD pipelines, and engineering practices
- o Architected and implemented a cross-platform branded design system using styled-components and insertable theming, which can be edited directly by designers without writing CSS

The Game Band

Lead Mobile Developer — *Los Angeles*

MAY 2022 - MARCH 2023

- o Bridged developers, designers, and product management while providing technical leadership for internationally distributed engineers working on the [critically acclaimed game Blaseball](#)
- o Solely reworked a build developed by an external team from an unusable, error-prone state to being accepted by multiple app stores and deliverable to over 100k players

Athenascope (now Roblox)

Software Engineer — *Mountain View*

JANUARY 2021 - MARCH 2022

- o Built Athenascope's AI-powered video game streamer app with extensive editing features, connecting React Native and FFmpeg directly into hardware APIs to process high definition files in seconds
- o Engineered custom frameworks each week that automatically synced users' favorite highlights with a new song, taking share counts on social media platforms into the tens of thousands on a daily basis

LANGUAGES & TECHNOLOGIES

React	iOS	Android
SQL	Node	TypeScript
AWS	C++	Python

VOLUNTEERING

Code Nation

Taught public high school students programming fundamentals

Building Beats

Worked with underserved youth to build entrepreneurial skills for the music industry

EDUCATION

Hampshire College

B.A. COMPUTER MUSIC, 2013
Coursework included:
Video Game Development,
C++, Computer Animation,
Film/Video

App Academy

NOV 2017 - FEB 2018
Full stack coding curriculum
and a <5% acceptance rate

Ghostery

Lead Engineer — *New York City*

DECEMBER 2019 - JUNE 2020

- Hired, directly managed, and professionally developed frontend engineers while working across the stack on Ghostery's open-source native application and web extensions
- Oversaw all code reviews, CI/CD, and extension store submission processes for the company's flagship product

Software Engineer — *New York City*

OCTOBER 2018 - DECEMBER 2019

- Maintained data privacy products with over 7 million worldwide DAU
- Roadmapped and developed the first data visualization features released by the team, leveraging D3.js to implement highly interactive user interfaces for complex historical datasets

SoundCloud

Copyright Operations — *New York City*

AUG 2015 - JULY 2017

- Regularly queried SQL databases, used API tools to maintain legal compliance on the platform, and triaged feedback from business partners and artists using JIRA

Community Support Specialist — *San Francisco*

NOV 2014 - AUG 2015

- Assisted artists, record labels, and audio partners with inquiries ranging from profile design to audio encoding

Audio/Art/Technology

Freelance — *New York City*

DEC 2013 - FEB 2018

- Music Producer - "Broad City", Comedy Central
- Audio Integration/Music Producer - "Breakup Squad", Brooklyn Gamery
- Ass. Creative Director/Sound Designer - "Utsoroi.2", Shinnosuke Seto, Governors Island Art Fair

Connections

Program Organizer — *Holyoke*

OCT 2012 - MAY 2013

- Envisioned, organized, and facilitated an after school program in which middle school students learned about and created digital music