

Ethan Gooding

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LinkedIn

GitHub

Portfolio

WORK EXPERIENCE

[Ghostery](#), New York City — *Lead Engineer*

DECEMBER 2019 - CURRENT

- Build data privacy products used by over 7 million people worldwide
- Technologies used include React, D3, Golang, and Electron

[Ghostery](#), New York City — *Software Engineer*

OCTOBER 2018 - DECEMBER 2019

- Built data privacy products used by over 7 million people worldwide
- Promoted from Junior to Mid-level after first 6 months

[Cobu](#), Boston — *Software Engineer*

JULY 2018 - OCTOBER 2018

- Developed mobile applications and internal tools across the stack
- Technologies used include React Native, Node, Sails, and PM2

[SoundCloud](#), New York City — *Copyright Operations*

AUG 2015 - JULY 2017

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

[SoundCloud](#), San Francisco — *Community Support*

NOV 2014 - AUG 2015

- Resolved inquiries from major artists, record labels, and audio partners ranging from profile design to audio encoding

Independent Contractor — Art/Technology

DEC 2013 - JULY 2018

- Audio Integration/Music - "[Breakup Squad](#)", Brooklyn Gamery
- Music Producer - "[Broad City](#)", Comedy Central
- Ass. Creative Director/Sound Design/Audio Integration - "Utsoroi.2", Shinnosuke Seto, Governors Island Art Fair
- Personal project example: [JSequencer](#)

LANGUAGES & TECHNOLOGIES

React	Node	Golang
Ruby	SQL	JavaScript
CSS3	AWS	Webpack
D3	Git	Electron

EDUCATION

App Academy

NOV 2017 - FEB 2018

Full stack coding curriculum and a <5% acceptance rate

Hampshire College

B.A. COMPUTER MUSIC, 2013

Coursework included:

C++, Computer Animation, Video Game Development, Film/Video