Ethan Gooding

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LinkedIn
GitHub
Portfolio

WORK EXPERIENCE

The Grand World, New York City — *Senior Software Engineer*

JULY 2023 - PRESENT

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

The Game Band, Los Angeles — *Lead Mobile Developer*

MAY 2022 - MARCH 2023

- Bridged developers, designers, and product management while providing technical leadership for internationally distributed engineers working on the critically acclaimed game Blaseball
- 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), Mountain View — *Software Engineer*

JANUARY 2021 - MARCH 2022

- 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
- 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

Ghostery, New York City — *Lead Engineer*

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

Ghostery, New York City — *Software Engineer*

OCTOBER 2018 - DECEMBER 2019

- Developed data privacy products with over 7 million worldwide DAU

LANGUAGES & TECHNOLOGIES

React	iOS	Android
SQL	Node	TypeScript
AWS	C++	Docker

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

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

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

SoundCloud, New York City — *Copyright Operations*

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

SoundCloud, San Francisco — *Community Support Specialist*

NOV 2014 - AUG 2015

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

Audio/Art/Technology, New York City — *Freelance*

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, Holyoke — *Program Organizer*

OCT 2012 - MAY 2013

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