Ethan Gooding

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LinkedIn

Portfolio

WORK EXPERIENCE

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

MAY 2022 - CURRENT

- Working on the mobile experience for Blaseball!

Athenascope, Mountain View — *Software Engineer*

JANUARY 2021 - MARCH 2022

- Developed on Athenascope's video game streamer-focused mobile application with video editing and file sharing features, and created the framework to sync up game highlights with a new music track each week for showcase releases

Dashlane, New York City — *Software Engineer*

JUNE 2020 - JANUARY 2021

- Created data analytics tools for Dashlane's B2B products

Ghostery, New York City — *Lead Engineer*

DECEMBER 2019 - JUNE 2020

- Managed frontend developers and worked on the backend of Ghostery's native application and web extensions

Ghostery, New York City — *Software Engineer*

OCTOBER 2018 - DECEMBER 2019

- Built data privacy products used by over 7 million people worldwide, was 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

SoundCloud, New York City — *Copyright Operations*

NOV 2014 - JULY 2017

- Regularly used API tools to maintain legal compliance on the platform, and resolved inquiries from major artists, record labels, and audio partners ranging from profile design to audio encoding

LANGUAGES & TECHNOLOGIES

React	iOS	Android
SQL	Node	TypeScript
AWS	C++	Golang

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