

# Ethan Gooding

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(203) 273-3730



LinkedIn

GitHub

Portfolio

## WORK EXPERIENCE

### **Ghostery**, New York City — *Lead Engineer*

DECEMBER 2019 - CURRENT

- Leads frontend development and works on the backend of Ghostery's native application and web extensions
- 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	D3	JavaScript
Node	CSS3	Electron
Golang	Ruby	Webpack
SQL	AWS	Git

## 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