

JONATHAN ROSS

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SKILLS

Languages: C++, TypeScript, JavaScript, Java, Python

Software: Qt/QML/WebEngine, Poco, Boost, Buildroot, Node.js, v8, Electron, Android

EXPERIENCE

JIBO, INC

Boston, MA

Chief Architect

April 2018 - June 2018

- Technical lead for a team of 50 engineers.
- Set technology vision and direction for the company.
- Sole technical stakeholder for all product decisions.

Chief Robot Architect

November 2017 - April 2018

- Lead a team of 10 engineers in a total rewrite of Jibo's embedded software stack, called "Project Phoenix".
- Set overall architectural direction of Phoenix and developed a transition plan to fast track it to production.
- Lead developer for Jibo's new graphics system built using Qt.

Head of SDK

Jan 2015 - November 2017

- Overall architect and SDK team lead.
- Hired, built, and led a talented team of engineers and QA testers responsible for development of Jibo's SDK, which include visual behavior editors, NLU and dialog tools, animation tools, and a full featured simulator.

Software Engineer

November 2012 - Jan 2015

- Second employee and first engineer at Jibo
- Ideated and pitched concepts to investors
- Responsible for building 2 prototype robots. Worked full stack, writing everything from microprocessor firmware to high level behavioral engines.

ZYNGA

San Francisco, CA

Principle Software Engineer

May 2011 - October 2012

- Tech lead and server and client side engineer for ChefVille.
- Developed RAD, a UI framework that became the standard at Zynga and localized into 18 different languages, including languages read right to left.

Senior Software Engineer

March 2011 - May 2011

- Client and server side engineer for CafeWorld and CityVille.

DISNEY

Los Angeles, CA

Senior Software Engineer

November 2007 - March 2010

- Developed and maintained high performance real-time server side technologies for current and unannounced virtual worlds.
- A lead developer on World of Warcraft Online, a Flash based 3D MMO for kids (discontinued).
- Developed a custom server and client physics engine, hand-tuned for low end machines.
- Developed AI and an AI scripting system.
- Designed and developed circuit racing and racing with friends.
- Designed and developed the game's race career and treadmill system.
- Co-wrote the game's questing and questing scripting system

- Inventor of ToyBridge, a framework for communication between a web deployed Flash application and hardware devices
- Member of ToyMorrow, an interdivisional high-tech toys of the future think tank.

XPLANA LEARNING

Boston, CA

Senior Software Engineer

November 2007 - March 2010

- Led a team of client side engineers in developing online learning software.
- Developed an online customizable ebook, and math learning courses, which won a Codie award for "Best Mathematics Instructional Solution."
- Participated in overall company strategy, and pushed new ideas and technology to keep the products on the cutting edge.

PATENTS

Apparatus and methods for providing a persistent companion device

United States Patent Application 20,150,314,454

Filed July 15th, 2015

Persistent companion device configuration and deployment platform

United States Patent Application 20,170,206,064

Filed March 30th, 2017

System and Method for Integrated Hardware Platform for Flash Applications with Distributed Objects

Patent No.: US 8,924,989 B2

Granted December 30th, 2014

SPEAKING EVENTS

Babson

November 2017 - Present

Recurring guest lecturer for entrepreneurship classes

Github Universe

February 2016

Building a Social Robot with Atom and Electron

SpeechTek

August 2015

Building Skills for a Conversational Robot

Exploring Computer Science

April 2010

Program targeting high school students meant to increase the number of minorities and women who gain exposure to engineering.

USC GamePipe Laboratory

November 2009

Speaker for seminar series on game AI and physics

AWARDS

CTO Award

Zynga

For the development of the RAD UI framework

Disney Inventor Award

Disney

Walt Disney Inventor Award for ToyBridge

EDUCATION

Duke University

Durham, NC

BS Electrical Engineering