

# JONATHAN ROSS

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## SKILLS

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

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

## EXPERIENCE

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### 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.
- Main point of contact for all technology integrations with external business partners.
- Led an architectural steering group of Jibo's top architects

#### *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

#### *Principal 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 Car 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 games 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, MA

*Senior Software Engineer*

June 2006 - November 2007

- 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.

## **NICOLELIS NEUROSCIENCE LAB AT DUKE UNIVERSITY**

Durham, NC

*Research Engineer*

May 2004 - May 2006

- Provided mathematical analysis of brain waves.
- Wrote programs to aid in the visualization of these data.
- Developed an algorithm to automatically detect brain states in rats (REM, Slow Wave, Awake) base on brain signals.
- Implemented artificial neural nets to show and imitate the mathematical properties of dreams.

## **PATENTS**

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### **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**

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### **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**

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### **Best Invention of 2017**

Time Magazine

Time's annual best inventions issue awarded Jibo best invention of 2017

### **CTO Award**

Zynga

For the development of the RAD UI framework

**Disney Inventor Award**

Walt Disney Inventor Award for ToyBridge

Disney

EDUCATION

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**Duke University**

BS Electrical Engineering

Durham, NC