

Ethan Gooding

ethangooding@gmail.com

(203) 273-3730

 LinkedIn

 Portfolio

WORK EXPERIENCE

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

MAY 2022 - MARCH 2023

- o Built out features and resolved issues across all frontend platforms, while providing technical leadership for engineers working on the mobile app for the [critically acclaimed game Blaseball](#)

Athenascope, Mountain View — *Software Engineer*

JANUARY 2021 - MARCH 2022

- o Developed Athenascope's video game streamer-focused mobile app with features including video editing, file-sharing, and AI-powered frameworks to automatically sync game highlights with music tracks

Ghostery, New York City — *Lead Engineer*

DECEMBER 2019 - JUNE 2020

- o Managed frontend developers and worked across the stack on Ghostery's native application and web extensions

Ghostery, New York City — *Software Engineer*

OCTOBER 2018 - DECEMBER 2019

- o Built data privacy products used by over 7 million people worldwide, was promoted from Junior to Mid-level after first 6 months

SoundCloud, New York City — *Copyright/Community Operations*

NOV 2014 - JULY 2017

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

Independent Contractor, New York City — *Art/Technology*

DEC 2013 - FEB 2017

- o Audio Integration/Music - "Breakup Squad", Brooklyn Gamery
- o Music Producer - "Broad City", Comedy Central
- o Ass. Creative Director/Sound Design/Audio Integration - "Utsoroi.2", Shinnosuke Seto, Governors Island Art Fair

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