

Jordan Goulding
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Profile:

- Highly skilled and passionate digital media technologist with 5+ years of experience in the design and development of unique cross-platform mobile and desktop applications for B2B and B2C products.
- Instrumental in the hands-on design, development, and shipping of several products:
 - Equalize Math (iOS, Android) - 2013
 - The Apex Story (iOS) - 2016
 - NBA Math Hoops (iOS) - 2017
- Exceptional internal and client-facing communication and leadership skills. Proven track record of recruiting, on-boarding and leading on-site and remote development teams (Agile) in all phases of new product development.

Technical Profile:

- Software: Unity3D, C#, UGUI, JSON, Oculus Rift, HTC Vive, and Daydream SDK, Adobe Photoshop, Autodesk Maya, Xcode, and Objective-C.
- Specialties: Unity3D development, as well as traditional and digital arts, i.e., Virtual, Augmented, and Mixed Reality development and design.

Work Experience:

CTO / Lead Software Engineer, LEARN FRESH EDUCATION CO. (2016 - present)

A nonprofit organization with a mission to provide a fresh take on academic exploration and propel student development through Student Centered Design based on cultural and fundamental academic topics in and out of the classroom.

As the company's first hands-on technical lead:

- Recruited, hired, and quickly on-boarded a back-end engineering team and directed a remote design team through all phases of the development, testing and successful launch of the company's premier product, NBA Math Hoops.
- Rapidly iterated 20+ different playable demos.
- Implemented special FX and animations using the Unity engine.

Senior Technical Consultant, RAINBLADE STUDIOS, LLC. (2012 - Present)

Founded and serves as the primary technical consultant for a digital media company specializing in the development of unique cross-platform mobile and desktop applications for B2B and B2C products.

Contract Unity Developer, APEX ENERGY SOLUTIONS (May 2016 - Aug 2017)

A cutting-edge, non-traditional energy solutions company.

- Developed multiple applications using Unity3D, including VR and interactive sales applications.
- Upgraded and modernized Apex's legacy application, and built a new VR application featured at industry conferences, and ultimately increased new sales and market leadership.

Lead Unity Developer, INFUSE MEDICAL (November 2013 - June 2016)

Started as a Consultant, and as a result performance was brought onboard as a full-time Unity Development Lead.

- Built a pipeline for sandboxing Unity apps inside of native iOS apps, allowing the native iOS apps to control UI displays, while simultaneously enabling Unity apps to manage 3D graphics.
- Created custom shaders, and a dynamic liquid simulation that allowed for the digital visualization of chemicals and chemical reactions inside of a cutting-edge digital chemistry lab.
- Developed a medical app showcasing the spine and formulas used in diagnosing spinal issues.
- Lead development on WebGL apps and virtual reality training simulations that were key in expanding the company's offerings to both new and existing clients.

Education:

B.S. Degree in Digital Media, UTAH VALLEY UNIVERSITY (2009 - 2012)

Emphasis: Games and Animation

Graduated Cum Laude

- **Lead 3D Animator** on a short film, "The Lizard and the Ladder". Led a team of animators, from inception through the full development/completion of a short film that was nominated for a Student Academy Award.