Jordan Goulding

Staff Frontend Engineer | React, React Native & TypeScript

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- 12+ years shipping web, mobile, and connected TV products. Deep experience in React, React Native, TypeScript, JavaScript, and C#.
- Highly experienced in AI-assisted development with OpenAI Codex and Anthropic Claude for implementation, debugging, and code review.

TECHNICAL SKILLS

Frontend TypeScript, React (React.js), React Native, JavaScript, HTML, CSS, WebGL
Languages and mobile C#, Unity, Swift, Flutter, Dart, iOS, Android, ARKit, ARCore
APIs and data API development, CRUD integrations, PostgreSQL
AI-integrated workflows OpenAI Codex, Anthropic Claude

PROFESSIONAL EXPERIENCE

Samsung Electronics America Sep 2021 - Nov 2026
Staff Software Engineer

- Led the integration of **The Six** as Samsung TV Plus's first GameBreak, which the team used as a template for **5+ game variants**. Owned sponsor intake and setup and designed a theme interface that let teams change branding without altering gameplay.
- Contributed TypeScript frontend features to a shared web content management system (CMS) that helped Samsung teams reuse templates and content for live broadcasts.
- Shipped The Six's connected TV frontend in TypeScript, HTML, and CSS. The game reached thousands of plays per day and earned a 2025 Silver Telly Award.

InfoVision Inc. Mar 2018 - Sep 2021
Lead AR Engineer, Samsung contract

- Led early augmented reality development for Samsung Shop, contributed Swift code on iOS, and integrated Unity with native iOS and Android features.

Learn Fresh Jul 2016 - Mar 2018
Chief Technology Officer

- Set technical direction as the first technical hire. Built the original **NBA Math Hoops** app in Unity and C#, led its iOS launch, and hired and managed a backend engineer.

Infuse Medical Nov 2013 - Jun 2016
Contract Unity Developer, then Lead Unity Developer

- Built interactive medical training apps and a pipeline for embedding Unity content in native iOS apps.

PROJECTS

WordVolt iOS launch · Apr 2026
Independent Developer

- Designed, built, and launched an iOS word game in under a month as a solo developer. Used OpenAI Codex to help implement multiplayer in Flutter and Dart. App Store
- Built a PostgreSQL leaderboard with safeguards against duplicate score submissions.

EDUCATION

Utah Valley University
B.S. in Digital Media, Games and Animation emphasis · Cum laude · 2012