

John Mitropoulos

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Technical Skills

Languages: Kotlin, Java, Python, TypeScript, Swift, JavaScript, SQL, HTML/CSS, C#

Mobile: Android (Jetpack Compose, SDK/NDK, custom Views, Navigation), React Native, Flutter

Architecture & Frameworks: gRPC, GraphQL, Dagger/Hilt, Retrofit, Spring Boot, Django, Jetpack libraries

DevOps & Observability: GitHub Actions, Docker, Firebase, AWS (Lambda, API Gateway, Cognito, DynamoDB, CloudWatch), CircleCI

Testing & Debugging: JUnit, Espresso, QA Regression, Robolectric, UIAutomator, Postman, memory/performance profiling

AI Tooling: GitHub Copilot, Cursor, OpenAI APIs, Gemini, Claude

CI/CD & System Design: Modular repo architecture, Sprint-based delivery, system optimization, log/metric monitoring

Professional Experience

Code Ninjas – Code Sensei

November 2025 – Present

- Teach programming fundamentals, game development, and problem-solving to students (ages 8–14) using Python and JavaScript
- Design and deliver hands-on lessons in **game mechanics, player movement, physics, and event-driven systems** using modern game engines (Godot)
- Create and facilitate cybersecurity workshops, introducing CTF-style challenges, encryption concepts, and basic vulnerability analysis
- Mentor students in debugging, critical thinking, and iterative development practices in both classroom and workshop settings
- Deliver group and one-on-one instruction, adapting teaching methods to varying skill levels and learning styles
- Develop curriculum across multiple skill levels, including structured lesson plans, workshops, and project-based learning paths

DirecTV – Senior Android Developer, UI/UX Lead

October 2023 – July 2025

- Re-architected legacy Android app using Kotlin, Jetpack Compose, and modern accessibility patterns; reduced crash rate by 22% post-deployment
- Built secure credential modules and ID validation workflows used by field technicians to ensure access control and audit integrity
- Designed REST API integrations for field technician order management; reduced call center traffic by **18%**
- Implemented CI/CD workflows with Gradle + GitHub Actions, debugging build and dependency issues across environments
- Supported ongoing production deployments using Agile workflows; owned sprint-level scope for field app features and led delivery on multiple release cycles
- Partnered with QA and data teams to design observability dashboards for log monitoring and anomaly detection across mobile user sessions
- Led incident response during major service outages, coordinating fixes with backend/networking teams

Pearson Education – *Lead Developer, Mobile Solutions*
January 2022 – October 2023

- Designed and built a cross-platform classroom app from scratch (Flutter prototype → React Native production), with native Android modules for performance-critical flows.
- Integrated gRPC APIs for chat, attendance, and permissions handling; implemented session-bound auth and content delivery.
- Created modular native Android libraries consumed by the React Native app.
- Collaborated with design, data, and accessibility leads to ensure UI met student experience goals across screen sizes and devices.
- Designed student onboarding flows and authentication modules with strict access gating and secure data handling practices modeled on FERPA and GDPR compliance principles.
- Led all stakeholder demos as technical lead; recognized for clear communication across teams.

Berklee College of Music – *Data Engineer, Admissions Team Lead*
April 2013 – August 2019

- Built and maintained relational databases (PostgreSQL, SQL Server) to manage campaign logistics.
- Developed internal tracking tools (Python, JavaScript) for admissions and international outreach.
- Helped design and implement the Admissions Department’s public website, collaborating with marketing and IT teams to ensure data integration and accessibility.
- Trained new hires and staff on Salesforce workflows and SQL fundamentals to improve reporting accuracy.

Yamaha Music – *Software Engineer*
August 2011 - March 2012 (Contractor)

- Designed and built the pressure-reactive keyboard system in MAX/MSP and C++ for a prototype digital piano application
- Collaborated with design engineers to integrate code into functional demo units for early product testing.

Education

Bachelor of Music: *Electronic Production and Design*
Berklee College of Music, Boston, MA

Certifications & Awards

Full Stack Engineering Certification
Flatiron School, Austin, TX

Cognizant Bluebolt Innovation Finalist, 2023
‘Pearson Mobile Classroom’

OpenEMI App Contest Winner, 2012
‘A/V Turntable for iPad’

Portfolio

www.johntheomitropoulos.com/software
<https://github.com/JTheoMitr>