JOHN THEO MITROPOULOS

Software Engineer

CONTACT

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PROFILE

Software engineer experienced in multiple technical stacks with a degree in Electronic Production and Design. Strong skills in project management and creative solutions that help companies unpack complex issues.

SKILLS

- Kotlin / Java
- Flutter / DART
- React Native / Redux
- Max/MSP
- Javascript / Typescript
- Python
- Ruby
- Git
- SQL
- HTML / CSS
- JIRA
- Salesforce
- Automated Testing (Selenium)
- Ableton / Logic / Pro Tools

EDUCATION

BACHELOR OF MUSIC IN ELECTRONIC PRODUCTION AND DESIGN

BERKLEE COLLEGE OF MUSIC

FULL STACK SOFTWARE ENGINEERING CERTIFICATION

FLATIRON SCHOOL

PROFESSIONAL EXPERIENCE

SOFTWARE ENGINEER, MOBILE EXPERIENCE
COGNIZANT | 2022 - PRESENT

ATT / DirecTV
- Lead Developer on FSTP mobile application, used by thousands of field technicians across the country
- Responsible for sustaining application code-base and making any necessary enhancements
- Charged with QA testing and working with middleware teams to pinpoint blockers that arise in connected APIs

Pearson Education:
- Lead developer on a small team tasked with building mobile prototypes of client's current web applications; helped move 'proof of concept' ideas into funded projects.
- Worked closely with product QA team to help shape application design and subsequent builds
- Created video demonstrations for technical reviews and client presentations

WEB DEVELOPER AND TEAM LEAD
BERKLEE COLLEGE OF MUSIC | 2013 - 2019

- Assisted in the design and development of the college's website and online marketing campaigns
- Worked with a small team to develop the inventory cataloging system and internal web forms for all school events; both national and international
- Managed the admissions department call team, which included basic SQL and Salesforce training, mentoring, student conflict resolution, call etiquette, and weekly quotas

QA ENGINEER AND MEDIA LAB TECHNICIAN
CRAMER | 2012 - 2013

- Performed Quality Assurance on final products before shipping to client
- Assisted lead audio technician with commercial soundtrack recordings and sound design utilizing both the in-house recording studio and multiple audio/video workstations, including Pro Tools and AVID
- Audio hardware operator for on-location shoots, which included setup and hardware testing
- Maintained company workflow, archived media on AVID Interplay and other cataloging systems

SOFTWARE PROTOTYPE DEVELOPER
YAMAHA MUSIC | 2012

- Developed a functional prototype for a pressure-sensitive keyboard software patch to be used in large-scale applications
- Built the entire prototype in Max/MSP and Javascript