

Gary Mitchell

Android Developer

Junior Android developer with one year of professional experience and a strong Kotlin foundation. Comfortable working in MVVM codebases with Jetpack libraries, and recently shipped my first production feature in a Compose-first app. Eager to grow under senior mentorship on a modern Android team.

CONTACT INFORMATION

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KEY SKILLS

- Kotlin, Java basics
- Jetpack Compose, Material 3
- MVVM, ViewModel, LiveData
- Coroutines basics
- Retrofit, Room
- JUnit, MockK, Espresso intro
- Git, GitHub, Android Studio
- Firebase Crashlytics, Analytics

PROFESSIONAL EXPERIENCE

ANDROID DEVELOPER | BRIGHTLOOM APPS, RALEIGH, NC 2023 – PRESENT

- Built 4 screens in Jetpack Compose for the user profile redesign, including avatar editing and notification preferences.
- Wrote unit tests with JUnit and MockK that lifted module coverage from 41% to 78%.
- Fixed 22 Crashlytics-reported bugs across two release cycles, focusing on lifecycle and null safety issues.
- Pair-programmed with a senior engineer to integrate Retrofit endpoints behind a repository layer using coroutines.

SOFTWARE ENGINEERING INTERN | TIDEPOOL STUDIOS, RALEIGH, NC SUMMER 2022

- Prototyped a Kotlin Multiplatform shared module for a meditation app's session timer.
- Added dark mode support across 12 screens using Material 3 theming.
- Presented final intern project to engineering leadership and shipped it as an opt-in beta.

EDUCATION

- B.S. in Computer Science, North Carolina State University, 2023
- Coursework: Mobile App Development, Data Structures, Operating Systems