

Gregory R. Mitchell

Fullstack Software Engineer, Game Developer, Sunglasses Enthusiast

EDITOR TIME, TRAILING 12 MONTHS

1,294 measured hours · 3 hrs 49 mins daily average

TypeScript	30.5%
Vue	20.2%
PHP	11.3%
Kotlin	7.1%
C	0.7%

ALL-TIME MIX

4,134 measured hours since February 2022 · 2 hrs 46 mins daily average

Java	27% · 1,246 h
Kotlin	17.5% · 806 h
TypeScript	11.4% · 527 h
Vue	6.5% · 297 h
PHP	3.2% · 149 h
C	2.6% · 118 h

ALSO SHIPS IN

C++

JavaScript

Python

Rust

TOOLS

IntelliJ IDEA

WebStorm

VS Code

Git

Gradle

npm

Bun

Docker

Cloudflare

Nuxt

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At a Glance

13,326 commits since 2019 across 82 repositories, 4,810 of them in 2026 alone. An 88-star top library. 10+ languages shipped in production. Published to 5 package registries: Maven Central, Gradle Plugin Portal, npm, PyPI, and Homebrew. 29 patches upstream into 19 organizations I do not own.

Software Development

- High Quality Software Development with over 7 years of industry experience, since 2019
- Over 4,100 measured hours of programming, tracked by WakaTime since February 2022:
 - 1,240+ hours in Java
 - 800+ hours in Kotlin
 - 525+ hours in TypeScript
 - 295+ hours in Vue
 - 145+ hours in PHP
 - 115+ hours in C
- Experience in dozens of languages, featuring Java, Kotlin, Vue, C/C++, and TypeScript
- Fan of JetBrains IDEs (such as IntelliJ IDEA and WebStorm), along with Visual Studio Code, where I make JVM, JS, and other framework-related projects

Education

- [Dartmouth College](#) | Class of 2030
 - B.A. in Computer Science and Psychology
 - Aimed at the mental health and loneliness crisis

- Matriculating Fall 2026
- High School Graduate | 2026

Experience

- **Computer Science Teacher** | Chicago Pre-College Science and Engineering Program | 2025-2026
 - Wrote and delivered my own curriculum for roughly thirty rising 7th-9th graders, three blocks by grade level, Monday through Thursday
 - Taught Java in 2025 and pivoted through web design, CodeCombat, and an Intro to AI unit in 2026 as each approach met a real constraint
 - Negotiated ~40 donated CodeCombat licenses after the host university's credential policy blocked student logins
 - Imaged and provisioned the classroom Raspberry Pi fleet by hand so lessons were boot-and-execute

Awards

- **Congressional App Challenge** | 1st Place, Illinois 2nd District | 2025
 - Awarded for [The Earth App](#), a platform built to fight the loneliness and mental-health epidemic

Business

- [brightplum](#) | 2019-Present
 - Web Development with HTML, CSS and SCSS
 - Uses Frameworks like Jekyll and Gulp
- [Team Inceptus](#) | 2020-2024 | Archived
 - Minecraft: Java Edition development platform
 - Heavily utilizes Java, Kotlin, and Spigot API with Netty Channels and NMS

- [Calculus Games](#) | 2024-2026 | Archived
 - Game Development Studio
 - Utilizes multiple game engines with Java, Kotlin, C, and C++ for game development
 - Creation of the [LevelZ File Format](#), which is also used often in games
 - [earth-app](#) | 2025-Present
 - Novelty & Intellectual Curiosity Platform, live in the app stores at v1.0.3
 - Four surfaces, each doing one job: a Drupal 11 API on a VPS for durable state, a Cloudflare Worker for edge/AI/admin, a Nuxt web app, and a native iOS and Android app
 - Utilizes Kotlin Multiplatform as the shared typed model for both the TypeScript frontends and the backend
 - 732 test files across the services that carry a suite
 - [drupflare](#) | 2026-Present
 - Nine repositories answering one question: can Drupal 11 run on Cloudflare Workers?
 - PHP 8.5 statically linked to WebAssembly, executing inside a Durable Object with that object's own SQLite as the database
 - Seven of the nine ship as standalone libraries, including a Drupal database driver and a documented SQLite layer for Durable Objects
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Skills

- **Leadership & Tutoring**
 - 7+ years of experience leading teams of developers, including Team Inceptus and Calculus Games
 - Experience with multiple project management tools, including Jira, Trello, and Asana
 - Exceptional tutoring and mentoring experience with students and peers

- Effective communication skills, including the ability to explain complex concepts to non-technical audiences
- **Programming**
 - 9+ years of experience in dozens of languages, including Java, Kotlin, C/C++, JavaScript, and more
 - Experience with multiple frameworks, including Spring, Ktor, and Vue
 - Experience with multiple libraries, including Kandy, Lets-Plot, Clikt, and more
 - Designed a custom game engine for the terminal using C and OS-specific libraries
- **Project Management**
 - 8+ years of experience utilizing Git and GitHub for version control and project management
 - Mastered in multiple project management tools, including Jira, Trello, and Asana

Open Source Contributions

Patches merged into repositories I do not own. 29 pull requests across 19 organizations that are not mine, plus 91 issues filed into roughly 45 upstream projects, the first merged when I was 12.

- [raysan5/raylib](#) | 2025
 - Fixed SHA-1 computation for messages longer than 31 bytes, in one of the most widely used C game libraries
- [actions/setup-java](#) | 2024
 - Added support for the JetBrains Runtime to GitHub's own official action
- [doxygen/doxygen](#) | 2025
 - Added Linux ARM to CI
- [SchemaStore/schemastore](#) | 2023
 - Added the ``paper-plugin.yml`` schema
- [speechanddebate/tabroom](#) | 2025

- Linked tournament names to their information page
- [mfnalex/Spigot-UpdateChecker](#) | 2023
 - Added HangarMC support
- [js-org/js.org](#) | 2021
 - Two domain registrations

Maintaining in the other direction: 69 issues opened on my projects by other people and answered, and 19 of 22 outside contributors' pull requests reviewed and merged. [MobChip](#) took 13 of those at a 100% merge rate; when I stopped maintaining it, its most active outside contributor forked it as [MobChipLite](#) and still ships it today.

| Community Roles

- [National Speech & Debate Association](#) | 2024-Present
 - Proposed new features implemented on the NSDA's [tabroom.com](#) platform
 - Created a cross-platform API for [tabroom.com](#) using Kotlin Multiplatform and web scraping tools
 - Proved useful during High School Debate Seasons
 - [CodeMC](#) | 2024-Present
 - Designed and developed the [Backend API](#) used to automate the developer process, written in Kotlin
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