

Christopher T. Pick

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Android Engineer (SME) — Meta (A.AI)

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EDUCATION

B. Environmental Design

Texas A&M University

INTERESTS

- Mentoring
- Building High Performing Teams
- Relational Databases
- Process Improvements

PUBLIC SPEAKING

From Engineer to Manager

March of the Droids — Reading, UK (March 2017)

Intro to Android Studio

BABBY Code Kitchen — Seattle, WA (August 2016)

Offline Data in Android

SeaDroid — Seattle, WA (December 2015)

BABBY — Amsterdam, NL (November 2015)

VOLUNTEER

First Lego League Coaching

Bainbridge Island (2018–2020)

Seattle Android Developer Group Organizer

(2015–2020)

IDEAA.IO Volunteer

(2013–2016)

PROFESSIONAL SUMMARY

Highly experienced and hands-on technical servant-leader with a proven record of delivering high-performing mobile app solutions. Skilled in leading and growing distributed teams of engineers while prioritizing exceptional customer experiences. Experienced from startups to Fortune 50 companies. Consistently recognized by leadership for executive vision, leadership, transparency, and quality.

SKILLS

- Android development
- Kotlin
- Jetpack Compose
- Room / RoomDB
- gRPC
- Auth0
- Single Activity Application architecture
- CI/CD
- Relational Databases
- Mobile engineering management
- Building high performing teams
- Process improvements
- Mentoring

EXPERIENCE

META (A.AI) | Android Engineer (SME)

March 2026 – Present | Bellevue

- One of the first 500 engineers selected to help improve AI models.
- <Can't disclose>

META (REALITY LABS) | Android Engineer (SME)

April 2024 – March 2026 | Bellevue

- Designed and lead project for UXR to allow users to pre-approve runtime/dangerous permissions while downloading an app.
- Lead the First NUX effort for upcoming hardware devices.
- Designed & Lead team building MVP for Retail Demo Platform, with runtime configuration for upcoming devices. Leveraged Kotlin, Jetpack Compose, Room.
- Lead training efforts for skip-level team for onboarding engineers to Android.

LOLAY | Android Consultant

April 2023 – April 2024 | Remote

- Developed a greenfield reseller event ticket app for a client, leveraging Kotlin, gRPC, auth0, Compose, RoomDB in a single Activity Application.

**Dallas Android Developer User
Group Organizer**

(2010–2014)

COFFEE MEETS BAGEL | Sr. Mobile Engineering Manager

August 2021 – April 2023 | Remote

- Expanded a team of two engineers and a QA engineer to a total of six engineers within two months of accepting my role.
- Coordinated a team offsite to establish strong team dynamics among fully remote members, leading to a highly performing team.
- Developed an execution plan to address inconsistencies in architecture, improving crash-free rate from 98% to 99.8%.
- Cultivated a culture of transparency and timely feedback, empowering colleagues to be autonomous in their decision-making.

BRIGHTLOOM | Sr. Engineering Manager

Jan 2020 – August 2021 | Remote

- Led a full-stack team of 5 engineers building out the web application for Brightloom's Customer Growth Platform.
- Drove collaboration between product, executives, and backend stakeholders for features and architecture.

CLIMATE CORP | Sr. Engineering Manager

March 2015 – Jan 2020 | Seattle, WA

- Managed and mentored a team of 8 engineers and a manager across four global locations.
- Collaboratively oversaw and actively participated in the overall architecture and development (performance/stability/offline) of the Climate FieldView Application. Improving crash free rate from 94% to 99.9% crash free.
- Led the team towards CICD of the Android app, becoming the first fully CICD application at Climate.

WALT DISNEY PARKS & RESORTS | Sr. Android Engineer

February 2014 – March 2015 | Seattle, WA

CISCO SYSTEMS | Android Software Engineer IV

July 2010 – April 2014 | Richardson, TX

STARTUP & ENTREPRENEURIAL EXPERIENCE

ANDROID DYNAMICS | Owner

- Owned Android consultancy; clients included Lolay, where he built a greenfield reseller event ticket app (2023–24).

PICK GATES | Owner

- Installed gate operators.

MUNZEE | Co-founder

2011

- One of four co-founders of the QR-code location-based scavenger hunt game, launched July 1, 2011 in McKinney, TX; involved from the pre-launch concept stage.
- Owned all Android development; the game grew to players worldwide and later merged into Freeze Tag, Inc.

FROOGLOID | Co-founder

2008 – 2010

- Android 1.0-era app studio; shipped Cow Potato, Keyring, and A2B — all featured on the Android Marketplace.
- Froogloid app icons were featured in a Google I/O keynote.

SOLLEN TECHNOLOGY | Lead Network Admin

2001 – 2004

- Sollen.com — a mortgage rate aggregator.

LIFECAST | IT Admin (Consultant)

2001

- Portal provider for country clubs and yacht clubs.

GO FIGURE TECHNOLOGY | Lead Network Admin

1999 – 2001

- B2B e-commerce.

VMENU.COM | Owner / Founder

1997 – Present

- Founded in 1997 — one of the earliest online restaurant-menu platforms; still operating today.
- Currently rebuilt as a modern web and Kotlin Multiplatform app with searchable menus and venue data.

CYBERLINE | First Tech Hire

1996 – 1997

- Managed client content; learned Linux system administration.
- Wrote Perl scripts for search-engine submission in the pre-Google era.

VOYAGER EXPANDED LEARNING | Network and Media Director (First Tech Hire)

1995 – 1996

- Coordinated, designed, and installed the 13-school WAN connecting the first 13 schools on the Voyager network.
- Aggregated and created educational media for kids; produced the intro video for Buzz Aldrin's keynote kickoff.