

# Ino Tsichrintzi

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Environmental technologist and solutions engineer combining expertise in computer science, AI, and sustainability to drive innovation in U.S. manufacturing and environmental compliance. Currently leading AI-powered analytics and automation initiatives at Mapistry, enabling major industrial companies to mitigate environmental risks and optimize compliance performance.

## Education

### Pomona College

Bachelor of Arts: Computer Science & Art History GPA: 3.77/4.0

Senior Paper: Towards reduced website carbon emissions: Sustainable Web Design and Development

## Recognition & Awards

Webby Award Winner

Climatebase Fellow & AnitaB GHC Fellow  
Waste Tracking using AI Paper & Talk at A&WMA Annual Conference 2025

## Programming

Typescript

Python

Java

C++

PostgreSQL

CSS

HTML

React

Next

Three.js

Framer

Swift

## Technologies

GitHub

AWS

Vercel

Visual Studio

Figma

Sigma

Excel

DatoCMS

Linear

Zendesk

Mailchimp

Google Tag Manager

Google Analytics

## Clients

**Industrial:** Georgia-Pacific, Holt Group, 3M, Holcim, CalPortland, Walbec Group, Constellation Brands, Hampton Lumber, Southwest Shipyard, Trimac Transportation  
**Creative:** nZero, Suno AI, Louis Vuitton, Museum of Cycladic Art, Goulandris Natural History Museum, Gruppo Cucine, Mega TV

## Relevant Work Experience

### Solutions Engineer • Mapistry Jun 2024 - Present

- Lead the development of AI-powered tools transforming waste data and compliance reporting for major U.S. manufacturers in construction, building materials, and transportation sectors.
- Spearheaded Mapistry's first API and AI application integrations, driving automation of complex environmental reporting workflows.
- Built advanced data analytics solutions used by major U.S. corporations to track compliance, optimize environmental performance, and reduce operational risk.
- Support Mapistry's strategic leadership through participation in industry events, conferences, and internal innovation programs (Analytics Creator Council, Mapistry AI Summit).

### Climatebase Fellow - Cohort 5 • Climatebase Mar 2024 - May 2024

- Highly selective, global fellowship program for building the next leaders in climate tech with a focus on gaining technical and economic understanding of key climate change contributors and examining climate solutions for each contributing area through the lens of science, technology, communications, and policy.
- Lead user requirement gathering and compose analytical reports to specify OKRs and define the scope, timeline and requirements for Capstone projects in the sectors of energy, green urban design and ocean conservation.

### Junior Developer • B-Reel Jun 2022 - Jan 2024

- Developed award-winning creative websites across dynamic backend and interactive frontend systems.
- Presented website iterations and prototypes illustrating the user journey for different users and experiences to stakeholders and executives, managing feedback both during the development and presentation stages.
- Monitored correspondence with users of the State App using CRM and analyzed data insights from the app usage to propose strategic updates and optimizations.
- Experimented with new technologies to create interactive, tangible prototypes of potential marketable applications.
- Developed a scalable boilerplate with Next.js and DatoCMS supporting both static and dynamic content and Three.js projects, ensuring accessibility, responsiveness and consistency across platforms.

### Computer Science Teaching Assistant • Pomona College Jan 2020 - Dec 2022

- Mentored 100+ students as a T.A. for the core classes Data Structures & Advanced Programming and Computer Systems.
- Held weekly mentoring hours to support students with their understanding of core programming data structures and graded and provided constructive feedback to students' homework for the specific courses.
- Supported students as the VR Ambassador of the HPC Support Team of ITS, guiding professors and students to understand the potential of such technologies and integrate them in their teaching and learning practices.

### Creative Technologist • Wonder Immersive Jun 2020 - Aug 2021

- Engaged in the entire creative technology workflow from idea generation to prototyping, project management, and implementation for educational and commercial projects, always building compelling narratives through storytelling.
- Developed business cases to get funding for proposed projects and conducted client meetings both during pre-sales and presentation processes, monitoring client relationships through the projects completion.
- Prepared applications securing 1M+ government funding which included presenting ideas to prominent museums in Athens and collaborating with cross-functional teams to build project timelines and outline deliverables.
- Designed and developed immersive AR filters for Instagram, which became the company's most profitable revenue stream.