

Brian Mitchell

Senior Frontend Software Engineer and Web Developer



contact

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 BrianMitchL
 @BrianMitchL

skills

TypeScript, JavaScript
React, AngularJS
Redux, Recharts
D3, Highcharts
React Table
React Query
CSS-in-JS
Jest, Mocha
Puppeteer
git, Webpack
Node.js, Jekyll
Python, Java
HTML5, SCSS
Bash, Travis CI
Docker, \LaTeX
Linux, Open Source

other

pair programming
agile methodologies
communication
collaboration
enthusiasm
organization

interests

tech meetups
frontend development
scripting
iOS development
lighting design
podcasting
alpine skiing
biking
music

experience

- 2016–Now **C.H. Robinson** Eden Prairie, Minnesota
Software Engineer III August 2019–Now
- Architected and lead the development of the React application for the premier customer facing analytics platform.
 - Lead technical maintainer of a hubot chatbot running in Slack.
 - Advocated for React Testing Library and modernizing frontend tooling.
- Software Engineer II* January 2018–August 2019
- Architected and lead the development of the React application for the premier customer facing analytics platform.
 - Implemented asynchronous event tracking for Adobe Analytics, creating a common library used by React applications across the company.
 - Built the first-in-the-company multi-source user authentication and impersonation flow.
 - Introduced, advocated, and provided patterns of using React hooks and React Testing Library across the company.
 - Built performant charting, table, and other visualization components using React hooks and TypeScript.
 - Mentored across the company with JavaScript/TypeScript and React.
 - Lead developer and publisher for the C.H. Robinson Engineering Blog.
- Software Engineer I* November 2016–January 2018
- Built new widgets and lead major refactoring for a customer analytics tool to support additional segments of the company and powerful dynamic data filtering application-wide.
 - Designed new and rewrote existing screens in an animation-focused data visualization tool for lobby displays leveraging AngularJS, D3, and Bing Maps.
- 2015 **C.H. Robinson** Eden Prairie, Minnesota
IT Intern
- Developed an interactive lobby display illustrating shipments on an animated world map, built with web technologies for touch-driven hardware.
- 2014–2015 **University of Minnesota, Morris** Morris, Minnesota
System Administrator
- Improved efficiency and supported the computer science labs consisting of Fedora workstations managed by Puppet, and using LDAP and NFS.

education

- 2012–2016 **Bachelor of Arts** Computer Science University of Minnesota, Morris
 Focused on Web Development and interpreted languages
- 2015 **Study Abroad** Danish Institute for Study Abroad, Copenhagen, Denmark
 Danish Language I–II, Artificial Intelligence, and Sustainable Development

other

- 2019–Now **Co-Organizer** JavaScriptMN Minneapolis, Minnesota
 A monthly meetup for JavaScript and related technologies.
- 2015–Now **Co-Host** PodKit Podcast
 Apple inclined Web Developers discussing development and technology.