

Brian Mitchell

Senior Frontend Software Engineer and Web Developer

contact

Minneapolis, Minnesota
USA

+1 (612) 356-4590

bman4789@gmail.com

<https://brianm.me>

 BrianMitchL

skills

TypeScript, JavaScript
React, AngularJS
React Table
React Query
Redux, Recharts
D3, Highcharts
CSS-in-JS
Jest, Mocha
React Testing Library
Puppeteer
git, Webpack
Node.js
Eleventy, Jekyll
HTML5, SCSS
Bash, GitHub Actions
Docker, \LaTeX
Linux, Open Source

other

pair programming
agile methodologies
communication
collaboration
enthusiasm
organization

interests

tech meetups
frontend development
scripting
lighting design
podcasting
alpine skiing
cycling
music

experience

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| 2021–Now | Level2 Health
<i>Senior Frontend Engineer</i> | Minnetonka, Minnesota
April 2021–Now |
| | – Wrote the state management and data flow of a Twilio chat interface. | |
| 2016–2021 | C.H. Robinson
<i>Senior Software Engineer</i> | Eden Prairie, Minnesota
March 2021–April 2021 |
| | – Led the architecture and development of the React application for the premier customer facing analytics platform. | |
| | – Worked with leaders on the customer solutions teams to create and document technical patterns. | |
| | Software Engineer III | August 2019–March 2021 |
| | – Led the frontend development of customer facing analytics. | |
| | – Led technical maintainer of a hubot chatbot running in Slack. | |
| | – Advocated for React Testing Library and modernizing tooling. | |
| | – Led the rewrite of data tables to be faster, more reusable, and with a smaller overhead using the hooks-based react-table. | |
| | Software Engineer II | January 2018–August 2019 |
| | – Led the frontend development of customer facing analytics. | |
| | – Wrote a React library for managing events with Adobe Analytics. | |
| | – Created a multi-source user authentication and impersonation flow. | |
| | – Advocated for using React hooks and React Testing Library. | |
| | – Built performant and animated charting and table components. | |
| | – Mentored across the company with JavaScript/TypeScript and React. | |
| | – Led development and publishing for the Engineering Blog. | |
| | Software Engineer I | November 2016–January 2018 |
| | – Built new widgets and lead major refactoring for a customer analytics tool to add powerful dynamic data filtering application-wide. | |
| | – Designed new and rewrote screens in an animation-focused data visualization tool for lobby displays leveraging D3 and Bing Maps. | |
| 2015 | C.H. Robinson
<i>IT Intern</i> | Eden Prairie, Minnesota
May 2015–August 2015 |
| | Developed an interactive lobby display illustrating shipments on a world map, built with web technologies for touch-driven hardware. | |
| 2014–2015 | University of Minnesota, Morris
<i>System Administrator</i> | Morris, Minnesota
August 2014–May 2015 |
| | Improved efficiency and supported the computer science labs consisting of Fedora workstations managed by Puppet, and using LDAP and NFS. | |

education

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| 2012–2016 | Bachelor of Arts Computer Science | University of Minnesota, Morris |
| | Focused on Web Development and interpreted languages | |

other

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| 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. | |