

# Brian Mitchell

Senior Frontend Software Engineer and Web Developer

## contact

Minneapolis, Minnesota  
USA

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 BrianMitchL

## skills

TypeScript, JavaScript  
React, Vue, Svelte  
react-query, vue-query  
react-table  
Redux  
styled-components,  
PostCSS  
Jest, Mocha  
React Testing Library  
Puppeteer  
git, Webpack  
Vite, Vitest  
Rollup, Node.js  
Eleventy, Jekyll  
HTML5, SCSS  
Bash, GitHub Actions  
Linux, Open Source  
L<sup>A</sup>T<sub>E</sub>X

## interests

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

## experience

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|-----------|---|--|
| 2022–Now  | <b>soona</b><br><i>Senior Software Engineer</i>   | Minneapolis, Minnesota<br>June 2022–Present      |
| 2021–2022 | <b>Level2 Health</b><br><i>Senior Frontend Engineer</i><br>– Wrote the state management and data flow of a Twilio chat interface.<br>– Led the architecture and rebuild of the Coaching Portal React app.   | Minnetonka, Minnesota<br>April 2021–May 2022     |
| 2016–2021 | <b>C.H. Robinson</b><br><i>Senior Software Engineer</i><br>– Led the frontend development of customer facing analytics.<br>– Worked with leaders on the customer solutions teams to create and document technical patterns.   | Eden Prairie, Minnesota<br>March 2021–April 2021 |
|           | <b>Software Engineer III</b><br>– Led the frontend development of customer facing analytics.<br>– Lead technical maintainer of a hubot chatbot running in Slack.<br>– Advocated for React Testing Library and modernizing tooling.<br>– Led the rewrite of data tables to be faster, more reusable, and with a smaller overhead using the hooks-based react-table.  | August 2019–March 2021                           |
|           | <b>Software Engineer II</b><br>– Led the frontend development of customer facing analytics.<br>– Wrote a React library for managing events with Adobe Analytics.<br>– Created a multi-source user authentication and impersonation flow.<br>– Mentored and advocated for using React hooks and Testing Library.<br>– Built performant and animated charting and table components.<br>– Led development and publishing for the Engineering Blog. | January 2018–August 2019                         |
|           | <b>Software Engineer I</b><br>– Built new widgets and lead major refactoring for a customer analytics tool to add powerful dynamic data filtering application-wide.<br>– Designed new and rewrote screens in an animation-focused data visualization tool for lobby displays leveraging D3 and Bing Maps.   | November 2016–January 2018                       |
| 2015      | <b>C.H. Robinson</b><br><i>IT Intern</i><br>Developed an interactive lobby display illustrating shipments on a world map, built with web technologies for touch-driven hardware.  | Eden Prairie, Minnesota<br>May 2015–August 2015  |
| 2014–2015 | <b>University of Minnesota, Morris</b><br><i>System Administrator</i><br>Improved efficiency and supported the computer science labs consisting of Fedora workstations managed by Puppet, and using LDAP and NFS.   | Morris, Minnesota<br>August 2014–May 2015        |

## education

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| 2012–2016 | <b>Bachelor of Arts</b> Computer Science<br>Focused on Web Development and interpreted languages | University of Minnesota, Morris |
|-----------|--|---------------------------------|

## other

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