Brian Mitchell

contact

1448 Berkeley Ave
Saint Paul, MN 55105
United States

+1 (612) 356 4590

bman4789@gmail.com
https://brianm.me
🐦 @_BrianMitchell_

languages

JavaScript, Python
Swift, C, Java
CSS3 & HTML5
Bash, LaTeX

frameworks & tools

AngularJS, jQuery
Node.js, Jekyll
Puppet, MongoDB
Docker

software

git, WebStorm
PyCharm, Eclipse
Xcode, Final Cut Pro X,
Logic Pro X

operating systems

macOS, Fedora
REHL 7, Windows

other

pair programming
agile development
communication skills
organization
lighting design
EOS family consoles

skills

Web development, system administration, and an interest in iOS development.

experience

2016	**Concordia Language Villages - Skovsøen**	Bemidji, Minnesota

Counselor and Technology Support
In charge of technology, photos, and daily blog posts, and counselor for Skovsøen, the Danish language immersion camp, with campers aged 7-18.

2015	**C.H. Robinson**	Eden Prairie, Minnesota

IT Intern
Developed an interactive display for potential customers. It illustrated active customer shipments on an animated world map, implemented with web technologies for touch-driven hardware as part of working on the Client Technology Strategy and Enterprise Data Warehouse teams. Used JavaScript, jQuery, d3.js, and Microsoft Maps API.

2015–Now	**weatherBot**	https://github.com/bman4789/weatherBot

Developer
A Twitter bot for weather, powered by Forecast.io. Written in Python and deployed with Docker. An example can be found at @WeatherByBrian.

2014–2015	**University of Minnesota, Morris**	Morris, Minnesota

System Administrator
Manage and support software, hardware, and users in the computer science labs. The labs consist of 30 Fedora workstations managed by Puppet, using LDAP and NFS for user and directory management.

2014	**Info-Link, Inc.**	Morris, Minnesota

IT Specialist
Provide technology support to customers, repair and maintain internal systems, service and install radios in homes, at businesses, and at various broadcasting towers.

2012–2016	**University of Minnesota, Morris**	Morris, Minnesota

Student Center Tech Crew
Lighting Lead 2014-2015 and Spring 2016
Led work calls and designed, set-up, and operated sound and lighting for events.

education

2012–2016	**Bachelor of Arts** Computer Science	University of Minnesota, Morris

Coursework: Robotics (C), Network Administration Practicum with an Emphasis on Directory Services, Models of Computing Systems (Bash, Ruby, C, Java), Human-Computer Interface Design (JavaScript), Algorithms and Computability (Java), Software Design and Development (JavaScript), Ethical and Social Implications of Technology, Data Structures (Java), Digital Media Computation (Python), Foundations of Computer Science, Calculus I–II Statistical Methods

2015	**Study Abroad**	Danish Institute for Study Abroad, Copenhagen, Denmark

Coursework: Artificial Intelligence, Danish Language I–II, Sustainable Development in Northern Europe

other qualifications

2016	**Oral Presentation** *with distinction* Computer Science Senior Seminar Conference, Morris, Minnesota

My survey analysis, *Aggregating Information Based on Geolocated Twitter Data*.

interests

professional: web development, web design, software development, software design, scripting, iOS development, lighting design, theatrical electrician **personal:** podcasting, alpine skiing, music