

# Brian Mitchell

Senior Frontend Software Engineer and Web Developer

## contact

Minneapolis, MN USA

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## skills

TypeScript, JavaScript  
React, Vue, Svelte  
TanStack Query  
react-table  
Redux  
styled-components  
PostCSS  
Jest, Vitest  
Testing Library  
Cypress, Puppeteer  
git  
Webpack, Vite  
Rollup, Node.js  
Ruby on Rails  
Next.js, NestJS  
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  
urbanism  
music

## experience

- 2022–2025 **soona** Minneapolis, Minnesota  
June 2022–Present  
*Senior Software Engineer*  
 – Worked to support and develop features for the soona booking platform to facilitate real-time photo and video shoots.  
 – Championed and contributed to modernization and decoupling of frontend codebase through Rails, bundler, and frontend updates.  
 – Rebuilt chat feature to improve stability and observability.
- 2021–2022 **Level2 Health** Minnetonka, Minnesota  
April 2021–May 2022  
*Senior Frontend Engineer*  
 – Wrote the state management and data flow of a Twilio chat interface.  
 – Led the architecture and rebuild of the Coaching Portal React app.
- 2016–2021 **C.H. Robinson** Eden Prairie, Minnesota  
March 2021–April 2021  
August 2019–March 2021  
*Senior Software Engineer*  
*Software Engineer III*  
 – Led the frontend development of customer facing analytics.  
 – Collaborated on shared patterns with the customer solutions teams.  
 – Lead technical maintainer of a hubot chatbot running in Slack.  
 – Championed for and led use of React hooks and state isolation.  
*Software Engineer II* January 2018–August 2019  
 – Wrote a React library for managing events with Adobe Analytics.  
 – Created a multi-source user authentication and impersonation flow.  
 – Mentored and advocated for using React hooks and Testing Library.  
 – Built performant and animated charting and table components.  
 – 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** Eden Prairie, Minnesota  
May 2015–August 2015  
*IT Intern*  
 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** Morris, Minnesota  
August 2014–May 2015  
*System Administrator*  
 Upgraded Fedora workstation management with Puppet, LDAP, and NFS.

## education

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

## other

- 2019–Now **Co-Organizer** JavaScriptMN Minneapolis, Minnesota  
 A monthly meetup for JavaScript and web development.
- 2022–Now **Board Member** Streets.mn Minnesota  
 Transportation and land use blog and non-profit organization.