

Brian Mitchell

Senior Frontend Software Engineer and Web Developer

contact

Minneapolis, MN USA

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github.com/BrianMitchL

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^AT_EX

interests

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

experience

- 2022–Now **soona** Minneapolis, Minnesota
Senior Software Engineer
 June 2022–Present
 – 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
Senior Frontend Engineer
 April 2021–May 2022
 – 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
Senior Software Engineer
 March 2021–April 2021
Software Engineer III
 August 2019–March 2021
 – Led the frontend development of customer facing analytics.
 – Worked with leaders on the customer solutions teams to create and document technical patterns.
 – Lead 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
 – 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
IT Intern
 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** Morris, Minnesota
System Administrator
 August 2014–May 2015
 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 related technologies.
- 2022–Now **Board Member** Streets.mn Minnesota
 Transportation and land use blog and non-profit organization.