Brian Mitchell

contact

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 github/BrianMitchL
 @_BrianMitchell_

languages

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

frameworks & tools

AngularJS, jQuery
Node.js, Jekyll
Puppet, MongoDB
Travis CI, 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

summary

A skilled and knowledgeable developer proficient in web development and *nix systems. Detail oriented and strong interpersonal skills. Educated with a Bachelor's degree in Computer Science.

experience

2016 — **Independent Work** — Carleton College, Northfield, Minnesota
BPM (CarlHacks Hackathon)
A beats-per-minute tracking iOS application written in Swift.

2015–Now — **Independent Work** — https://github.com/BrianMitchL/weatherBot
weatherBot
A Twitter bot for weather producing weather forecasts and current conditions. Written in Python and deployed with Docker. Live bot at @WeatherByBrian.

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.

2014–2015 — **University of Minnesota, Morris** — Morris, Minnesota
System Administrator
Improved efficiency and security of the computer science labs by supporting users and software. The labs consisted of 30 Fedora workstations managed by Puppet, using LDAP and NFS for user and directory management.

2014 — **Info-Link, Inc.** — Morris, Minnesota
IT Specialist
Supported customers, repaired and maintained internal systems. Serviced and installed radios in homes, businesses, and 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

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