BrianMitchell

contact

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languages

JavaScript, TypeScript Python, Java CSS & HTML5 Bash, LaTeX

frameworks & tools

AngularJS, React D3, Highcharts Webpack 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 methodologies 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

2015

2016–Now C.H. Robinson

Eden Prairie, Minnesota

Business Intelligence Developer - Enterprise Data Warehouse

Drive higher efficiency through building analytical web applications for internal and external users. Tools: JavaScript, TypeScript, AngularJS, React, Webpack, D3,

Highcharts, Bing Maps.

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.

IT Intern

C.H. Robinson

Developed an interactive lobby display illustrating active shipments on an animated

world map, implemented with web technologies for touch-driven hardware.

2014–2015 University of Minnesota, Morris

Morris, Minnesota

Eden Prairie, Minnesota

System Administrator

Improved efficiency of and supported the computer science labs. The labs consisted

of 30 Fedora workstations managed by Puppet, and using LDAP and NFS.

2014 Info-Link, Inc.

Morris, Minnesota

IT Specialist

Supported customers, repaired and maintained internal systems. Serviced and in-

stalled 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

Computer Science, Calculus I-II, Statistical Met

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.

2016 CarlHacks Hackathon Carleton College, Northfield, Minnesota

Wrote a beats-per-minute tracking iOS application in Swift.

interests

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