Brian**Mitchell**
Software Engineer and Web Developer

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https://brianm.me

 BrianMitchL
 @BrianMitchL

skills
TypeScript, JavaScript
React, AngularJS
Redux, Recharts
D3, Highcharts
`git`, Webpack
Node.js, Jekyll
Python, Java
HTML5, SCSS
Bash, Travis CI
Docker, LaTeX
Linux, Open Source

other
pair programming
agile methodologies
communication
collaboration
enthusiasm
organization

interests
tech meetups
front-end development
scripting
iOS development
lighting design
podcasting
alpine skiing
biking, music

experience

2016–Now **C.H. Robinson**   Eden Prairie, Minnesota
Software Engineer III   August 2019-Now
– Architected and lead the development of the React front-end for a highly-scaling customer analytics platform.
– Lead technical maintainer of a hubot chatbot running in Slack.

Software Engineer II   January 2018-August 2019
– Architected and lead the development of the React front-end for a highly-scaling customer analytics platform.
– Wrote an internal shared library for adding Adobe Analytics and providing an interface to track asynchronous events in React applications.
– Built a complex multi-source user authentication and impersonation flow, developed new patterns using React hooks to reduce the amount of code, and built performant charting and table components utilizing TypeScript generics for displaying a wide range of data.
– Mentored across the company with JavaScript/TypeScript and React.
– Lead developer and publisher for the C.H. Robinson Engineering Blog.

Software Engineer I   November 2016-January 2018
– Built new widgets and lead major refactoring for a customer analytics tool to support additional segments of the company and powerful dynamic data filtering application-wide.
– Designed new and rewrote existing screens in an animation-focused data visualization tool for lobby displays leveraging AngularJS, D3, and Bing Maps.

2015 **C.H. Robinson**   Eden Prairie, Minnesota
IT Intern
Developed an interactive lobby display illustrating shipments on an animated world map, built with web technologies for touch-driven hardware.

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

education

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

2015 **Study Abroad**   Danish Institute for Study Abroad, Copenhagen, Denmark
Danish Language I–II, Artificial Intelligence, and Sustainable Development

other

2019–Now **Co-Organizer** JavaScriptMN   Minneapolis, Minnesota
A monthly meetup for JavaScript and related technologies.

2015–Now **Co-Host** PodKit   Podcast
A podcast about Apple inclined Web Developers discussing web development and technology in general.