BrianMitchell

contact

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languages

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

frameworks & tools

AngularJS, ¡Query Node.js, Jekyll Puppet, MongoDB 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

skills

Web development, system administration, and an interest in iOS development.

experience

2016 Concordia Language Villages - Skovsøen Danish Language Village Bemidji, Minnesota

Counselor, Technology Liaison, Photographer, Blogger, Store Manager

In charge of technology, photos, daily blog posts, store management, and counselor for Skovsøen, the Danish language immersion camp, with campers aged 7-18.

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 touchdriven hardware as part of working on the Client Technology Strategy and Enterprise Data Warehouse teams. Used JavaScript, jQuery, d3.js, and Microsoft Maps API.

2015-Now weatherBot https://github.com/bman4789/weatherBot

Developer

A Twitter bot for weather, powered by Forecast.io. Written in Python and deployed with Docker. An example can be found at @WeatherByBrian.

2014-2015 University of Minnesota, Morris

Morris, Minnesota

System Administrator

Manage and support software, hardware, and users in the computer science labs. The labs consist of 30 Fedora workstations managed by Puppet, using LDAP and NFS for

user and directory management.

2014 Info-Link, Inc.

Morris, Minnesota

IT Specialist

Provide technology support to customers, repair and maintain internal systems, service and install radios in homes, at businesses, and at 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 qualifications

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