

Brian Mitchell

Senior Frontend Software Engineer and Web Developer

contact

Minneapolis, Minnesota
USA

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 BrianMitchL

skills

TypeScript, JavaScript
React, Vue, Svelte
react-query, vue-query
react-table
Redux
styled-components
PostCSS
Jest, Mocha
React Testing Library
Puppeteer
git, Webpack
Vite, Vitest
Rollup, Node.js
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

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| 2022–Now | soona
<i>Senior Software Engineer</i> | Minneapolis, Minnesota
June 2022–Present |
| 2021–2022 | Level2 Health
<i>Senior Frontend Engineer</i>
– Wrote the state management and data flow of a Twilio chat interface.
– Led the architecture and rebuild of the Coaching Portal React app. | Minnetonka, Minnesota
April 2021–May 2022 |
| 2016–2021 | C.H. Robinson
<i>Senior Software Engineer</i>
– Led the frontend development of customer facing analytics.
– Worked with leaders on the customer solutions teams to create and document technical patterns.
<i>Software Engineer III</i>
– Led the frontend development of customer facing analytics.
– 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.
<i>Software Engineer II</i>
– Led the frontend development of customer facing analytics.
– 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.
<i>Software Engineer I</i>
– 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. | Eden Prairie, Minnesota
March 2021–April 2021

August 2019–March 2021

January 2018–August 2019

November 2016–January 2018 |
| 2015 | C.H. Robinson
<i>IT Intern</i>
Developed an interactive lobby display illustrating shipments on a world map, built with web technologies for touch-driven hardware. | Eden Prairie, Minnesota
May 2015–August 2015 |
| 2014–2015 | University of Minnesota, Morris
<i>System Administrator</i>
Improved efficiency and supported the computer science labs consisting of Fedora workstations managed by Puppet, and using LDAP and NFS. | Morris, Minnesota
August 2014–May 2015 |

education

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

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|----------|---|------------------------|
| 2019–Now | Co-Organizer JavaScriptMN
A monthly meetup for JavaScript and related technologies. | Minneapolis, Minnesota |
| 2015–Now | Co-Host PodKit
Apple inclined Web Developers discussing development and technology. | Podcast |