

# Brian Mitchell

Senior Frontend Software Engineer and Web Developer

## contact

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## skills

TypeScript, JavaScript  
React, Vue, Svelte  
TanStack Query  
react-table  
Redux  
styled-components  
PostCSS  
Jest, Vitest  
Testing Library  
Cypress, Puppeteer  
git  
Webpack, Vite  
Rollup, Node.js  
Ruby on Rails  
Next.js, NestJS  
Eleventy, Jekyll  
HTML5, SCSS  
Bash, GitHub Actions  
Linux, Open Source  
L<sup>A</sup>T<sub>E</sub>X

## interests

tech meetups  
frontend development  
scripting  
lighting design  
podcasting  
alpine skiing  
cycling  
urbanism  
music

## experience

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|-----------|---|--|
| 2022–Now  | <b>soona</b><br><i>Senior Software Engineer</i><br>– Championed and contributed to modernization and decoupling of frontend codebase through Rails, bundler, and frontend updates.<br>– Rebuilt chat feature to improve stability and observability   | Minneapolis, Minnesota<br>June 2022–Present  |
| 2021–2022 | <b>Level2 Health</b><br><i>Senior Frontend Engineer</i><br>– Wrote the state management and data flow of a Twilio chat interface.<br>– Led the architecture and rebuild of the Coaching Portal React app.   | Minnetonka, Minnesota<br>April 2021–May 2022   |
| 2016–2021 | <b>C.H. Robinson</b><br><i>Senior Software Engineer</i><br><i>Software Engineer III</i><br>– Led the frontend development of customer facing analytics.<br>– Worked with leaders on the customer solutions teams to create and document technical patterns.<br>– Lead technical maintainer of a hubot chatbot running in Slack.<br>– Advocated for React Testing Library and modernizing tooling.<br>– Led the rewrite of data tables to be faster, more reusable, and with a smaller overhead using the hooks-based react-table.<br><i>Software Engineer II</i><br>– Wrote a React library for managing events with Adobe Analytics.<br>– Created a multi-source user authentication and impersonation flow.<br>– Mentored and advocated for using React hooks and Testing Library.<br>– Built performant and animated charting and table components.<br>– Led development and publishing for the Engineering Blog.<br><i>Software Engineer I</i><br>– Built new widgets and lead major refactoring for a customer analytics tool to add powerful dynamic data filtering application-wide.<br>– Designed new and rewrote screens in an animation-focused data visualization tool for lobby displays leveraging D3 and Bing Maps. | Eden Prairie, Minnesota<br>March 2021–April 2021<br>August 2019–March 2021<br>January 2018–August 2019<br>November 2016–January 2018 |
| 2015      | <b>C.H. Robinson</b><br><i>IT Intern</i><br>Developed an interactive lobby display illustrating shipments on a world map, built with web technologies for touch-driven hardware.  | Eden Prairie, Minnesota<br>May 2015–August 2015  |
| 2014–2015 | <b>University of Minnesota, Morris</b><br><i>System Administrator</i><br>Upgraded Fedora workstation management with Puppet, LDAP, and NFS.   | Morris, Minnesota<br>August 2014–May 2015  |

## education

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| 2012–2016 | <b>Bachelor of Arts</b> Computer Science<br>Focused on Web Development and interpreted languages | University of Minnesota, Morris |
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## other

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|----------|---|------------------------|
| 2019–Now | <b>Co-Organizer</b> JavaScriptMN<br>A monthly meetup for JavaScript and related technologies.   | Minneapolis, Minnesota |
| 2022–Now | <b>Board Member</b> Streets.mn<br>Transportation and land use blog and non-profit organization. | Minnesota              |