

# Brian Mitchell

Senior Frontend Software Engineer and Web Developer

## contact

Minneapolis, MN USA

+1 (612) 356-4590

brian@brianm.me

<https://brianm.me>

[github.com/BrianMitchL](https://github.com/BrianMitchL)

## 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

- 2022–Now **soona** Minneapolis, Minnesota  
*Senior Software Engineer*  
 June 2022–Present  
 – Championed and contributed to modernization and decoupling of frontend codebase through Rails, bundler, and frontend updates.  
 – Rebuilt chat feature to improve stability and observability
- 2021–2022 **Level2 Health** Minnetonka, Minnesota  
*Senior Frontend Engineer*  
 April 2021–May 2022  
 – Wrote the state management and data flow of a Twilio chat interface.  
 – Led the architecture and rebuild of the Coaching Portal React app.
- 2016–2021 **C.H. Robinson** Eden Prairie, Minnesota  
*Senior Software Engineer*  
 March 2021–April 2021  
*Software Engineer III*  
 August 2019–March 2021  
 – Led the frontend development of customer facing analytics.  
 – Worked with leaders on the customer solutions teams to create and document technical patterns.  
 – 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.
- Software Engineer II* January 2018–August 2019  
 – 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.
- Software Engineer I* November 2016–January 2018  
 – 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.
- 2015 **C.H. Robinson** Eden Prairie, Minnesota  
*IT Intern*  
 May 2015–August 2015  
 Developed an interactive lobby display illustrating shipments on a world map, built with web technologies for touch-driven hardware.
- 2014–2015 **University of Minnesota, Morris** Morris, Minnesota  
*System Administrator*  
 August 2014–May 2015  
 Upgraded Fedora workstation management with Puppet, LDAP, and NFS.

## education

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

## other

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