

Brian Mitchell

Senior Frontend Software Engineer and Web Developer

contact

Minneapolis, Minnesota
USA

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<https://brianm.me>

 BrianMitchL

skills

TypeScript, JavaScript
React, AngularJS
React Table
React Query
Redux, Recharts
D3, Highcharts
CSS-in-JS
Jest, Mocha
React Testing Library
Puppeteer
git, Webpack
Node.js
Eleventy, 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
frontend development
scripting
lighting design
podcasting
alpine skiing
cycling
music

experience

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| 2016–Now | C.H. Robinson
<i>Senior Software Engineer</i>
– Lead the architecture and development of the React application for the premier customer facing analytics platform.
– Worked with leaders on the customer solutions teams to create and document technical patterns.
Software Engineer III
– Lead the architecture and development of the React application for the premier customer facing analytics platform.
– Lead technical maintainer of a hubot chatbot running in Slack.
– Advocated for React Testing Library and modernizing tooling.
– Lead the rewrite of data tables to be faster, more reusable, and with a smaller overhead using the hooks-based react-table.
Software Engineer II
– Lead the architecture and development of the React application for the premier customer facing analytics platform.
– Implemented asynchronous event tracking for Adobe Analytics, creating a common library used by React applications.
– Created a multi-source user authentication and impersonation flow.
– Advocated for using React hooks and React Testing Library.
– Built performant and animated charting and table components.
– Mentored across the company with JavaScript/TypeScript and React.
– Lead developer and publisher for the C.H. Robinson Engineering Blog.
Software Engineer I
– 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 screens in an animation-focused data visualization tool for lobby displays leveraging D3 and Bing Maps. | Eden Prairie, Minnesota
March 2021–Now
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 |