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
LaTeX

interests

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

experience

2022–Now	**soona**	Minneapolis, Minnesota
	Senior Software Engineer	June 2022-Present

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
– Led the frontend development of customer facing analytics.
– Worked with leaders on the customer solutions teams to create and document technical patterns.

Software Engineer III — August 2019-March 2021
– 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.

Software Engineer II — January 2018-August 2019
– 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.

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
Improved efficiency and supported the computer science labs consisting of Fedora workstations managed by Puppet, and using 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.

2015–Now Co-Host PodKit — Podcast
Apple inclined Web Developers discussing development and technology.