

Brian Mitchell

Senior Frontend Software Engineer and Web Developer

contact

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USA

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 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
HTML5, SCSS
Bash, GitHub Actions
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

2016–Now

C.H. Robinson

Eden Prairie, Minnesota

Senior Software Engineer

March 2021–Now

- Led 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

August 2019–March 2021

- Led the architecture and development of the React application for the premier customer facing analytics platform.
- Led 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 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.
- 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 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.

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.