

Jordan Mackie

Senior full-stack product engineer who loves building reliable systems for regulated, high-stakes domains, to solve real user problems and build powerful, trustworthy tools.

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 [GitHub](#)

Summary

Senior software engineer with 12 years building products, nearly three of them in clinical trials, where a defect reaches patients and regulators. I own systems end to end: the research with clinicians, the specification, the build, and the operation, including founding the team that answers when a live study breaks. I want to work where correctness is the product: energy, climate, scientific tooling and safety-critical software.

Skills

RESEARCH	User research · Feature discovery · Gap analysis · Regulatory research · Data analysis · Resourcing · Project management
DESIGN	Specification writing · Domain modelling · API design · Design systems · Risk assessment
BUILD	TypeScript · React · React Native · Node.js · PostgreSQL · Python · Django · Rust · LLM integration · Java · Spring
TEST	Vitest · Playwright · Visual regression · Accessibility (WCAG) · i18n · Storybook · Invariant testing · CI
VALIDATE	Good Clinical Practice · 21 CFR Part 11 · ICH E6(R3) · EMA Annex 11 · MHRA GxP data integrity · ALCOA++ · GDPR · Audit trails · E-signatures · LLM safety · Security
OPERATE	AWS · Terraform · Docker · GitHub Actions · Incident response · Linux · Sentry · Monitoring · Alerting
COLLABORATION	Workshops · Lectures · Teambuilding · Mentoring · Positive vibe

Experience

Senior Software Engineer, [Lindus Health](#)

Jan 2024 – Present

Clinical trials software, where a defect reaches patients and regulators.

- Designed the AI-native front-end workflow that lets designers and PMs ship production-ready UI, removing engineering as the prototyping bottleneck.
- Founded and led a nine-person incident response team across engineering and deployment: roughly 85 escalations answered across more than 25 live studies, with its own workload shrinking as the causes went away.

- Built adverse event reporting to regulatory deadlines, with every state the workflow can reach carried in the types, so a later refactor cannot skip one.
- Turned source data verification into a configurable risk-based platform feature. It has been a factor in winning new business, and returning sponsors now expect it as standard.
- Rebuilt the platform's most used feature, the form: the slowest edits went from seconds to milliseconds and submission from minutes to seconds, with no feature loss.
- Delivered 21 CFR Part 11 compliant e-signatures in-house rather than by vendor: append-only, and revalidated on every read from the data they cover.
- Standardised self-serve data exports on CDISC SDTM, so statisticians analyse a study in near-real time instead of waiting on an engineer to assemble each dataset.

Full Stack Software Engineer, Gravity Sketch

Jan 2021 – Oct 2023

Collaborative 3D design software for VR and desktop, used by enterprise design teams.

- Led a multi-discipline product team from ideation to delivery of a set of enterprise features the largest customers depended on.
- Worked directly with high-profile customers to integrate the product with their security infrastructure (single sign-on and access control).
- Established the team's coding practices to mitigate technical debt proactively and keep the user in view.
- Collaborated with UX designers and researchers to solve user pains with low-effort, high-value solutions.
- Led hiring and designed the interview loop that built a team of dedicated front-end engineers.
- Researched and prototyped candidate features using AI and 3D graphics technologies.

Graduate Engineer, Improbable

Sep 2020 – Jan 2021

- Improved download-time estimates for a widely used playtest distribution tool using fine-grained analytics.
- Parallelised IO and network tasks, greatly reducing execution time.

Software Intern, Skyscanner

Jun 2019 – Aug 2020

Tech Intern, Imagine Software

Jun 2018 – Sep 2018

Lead Backend Engineer, AMNiiS

May 2018 – May 2019

First Foundry Summer Analyst, American Express

Jun 2017 – Aug 2017

Projects

- **CatMaps** · A missing-pet finder in Rust and React Native: photograph an animal you have seen, and it is matched against those reported missing nearby. (Aug 2026 – Present)
- **Jordan's Campsite** · This site: a personal platform, and a testing ground for ideas. (Jan 2025 – Present)
- **Unconventional Chess** · My Masters dissertation: a chess game where every piece is its own agent, arguing out loud over which move to play. (Sep 2019 – Jun 2020)

Education

- **MSci Computer Science, First Class** · University of St Andrews (Aug 2015 – Jun 2020)