

Jordan Mackie

Senior software engineer at Lindus Health, building the data infrastructure, safety workflows and design system behind clinical trials.

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I build software for clinical trials at Lindus Health. I have led the data infrastructure that makes trial data reliable enough for statisticians to watch a study as it runs, designed the safety workflows doctors use to report serious adverse events, and built the design system the product is drawn with. Before that I spent three years at Gravity Sketch, leading a product team through a set of enterprise features and working directly with large customers on their security integrations.

[DRAFT — what you want next, so a reader can tell in a paragraph whether to write.]

Experience

Senior Software Engineer

JAN 2024 – PRESENT

Lindus Health

- Led data infrastructure initiatives to make clinical trial data consistently accessible and reliable for statisticians and data teams, enabling real-time study progress monitoring and adaptive trial management.
- Designed and implemented medical safety workflows for adverse event reporting, enabling doctors and site staff to efficiently report serious clinical events with regulatory compliance.
- Built a survey schedule management system to handle real-world variability in clinical trial execution, reducing friction when ground truth diverged from planned study models.
- Architected a design system and collaboration pipeline from scratch, including visual regression testing and QA tooling, improving feature quality and designer-developer collaboration.
- Founded and led an emergency response team to rapidly address critical study issues, prioritising speed, study integrity and participant experience over perfect solutions.

clinical-trials

data

design-systems

Full Stack Software Engineer

JAN 2021 – OCT 2023

Gravity Sketch

- Led a multi-discipline product team from ideation to delivery of a set of crucial enterprise features.
- Worked directly with high-profile customers to provide a smooth integration with their security infrastructure.
- Developed best coding practices within the team to proactively mitigate technical debt and increase user empathy.
- Collaborated regularly with UX designers and researchers to solve user pains with low-effort, high-value solutions.
- Led hiring and designed interviews to create a team of dedicated front-end engineers.
- Researched and created proofs of concept for possible innovative features, using AI and 3D graphics technologies.

enterprise

3d

front-end

Graduate Engineer

SEPT 2020 – JAN 2021

Improbable

- Improved estimates of download times for a widely used playtest distribution tool using fine-grained analytics.
- Experimented with various approaches to parallelise IO and network tasks, greatly reducing execution time.

analytics

performance

Software Intern

JUN 2019 – AUG 2020

Skyscanner

Tech Intern

JUN 2018 – SEPT 2018

Imagine Software

Lead Backend Engineer

MAY 2018 – MAY 2019

AMNiiS

First Foundry Summer Analyst

JUN 2017 – AUG 2017

American Express

Skills

LANGUAGES

TypeScript, JavaScript, Java,
Python, C, Bash

TOOLS, FRAMEWORKS AND LIBRARIES

React, Redux, Scikit-learn, Spring,
LWJGL, JADE, Git, Terraform,
Docker, AWS, Linux

Education

MSc Computer Science, First Class

AUG 2015 – JUN 2020

University of St Andrews

- Machine Learning: evaluated regression and classification models using CART and gradient descent algorithms.
- Data Ethics: performed critical analysis of GDPR and the DPIA process with reference to case studies.
- Networking: developed a zone-based routed protocol for IoT devices using a locator-identifier address scheme.
- Signal Analysis: researched image compression, and determined a person's heart rate from video.
- AI: created a strategy game for collaborative agents with personality and humorous dialogue.
- Distributed Systems: implemented a three-tier distributed token-ring social network with failure recovery.
- Computer Graphics: experimented with shading and projection methods to model faces with OpenGL.