Eddie Hinkle

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I approach managing people, processes and software development through a human-centered interaction paradigm. Everything in life, whether our daily work or the software we use should feel natively human and engage us both emotionally and cognitively.

Work Experience

ThreatConnect | Engineering Director, User Experience   2017 - 2021

I helped the team of designers and developers to be efficient by helping to reduce context shifting as much as possible, kept top priorities clear amid changing schedules, and encouraged team collaboration through both peer code reviews and pair programming. I believe the most important part of my job is regular 1:1 meetings with each of my team members to invest in their success and encourage their growth.

While scaling the size of our user experience team, I developed new hiring, on-boarding and training processes, including a performance management process to ensure proper feedback and mentoring of the growing team.

I co-led a cross-department effort between engineering and product management to revitalize our product development process to be more effective and efficient, including an effort to reconfigure our use of Jira from three disjointed projects into one.

I planned and led virtual offsite meetings across engineering, product management as well as the user experience team. I participated in an effort to refresh our company vision, mission and core values.

Maestro | Senior Software Engineer   2015 - 2017

I helped lead the services team of Maestro to build marketing and learning solutions for clients such as Google, Franklin Covey, Framework Homeownership, Wright Medical.

The technologies used for clients are: Angular, Node, Backbone, Type-Script, Rails, Ionic, Sass, Angular Material, Foundation, Bootstrap and the Adapt Framework. Most of our projects were Scorm-compliant e-learning courses.

If we aren't learning, we're stagnating.

Work Experience (cont'd)

USAID / Macfadden | Geospatial Software Engineer   2011 - 2015

Worked as a Macfadden contractor assigned to a USAID internal product development team. My work covered front-end development using Backbone.js and Handlebars.js. Geospatial Integration using both Leaflet.js and ArcGIS APIs. Interactive Data Visualizations using d3.js. I also contributed to the Backend Development of a REST API in PHP as a custom module in Drupal 6.

University of Hawaii | Biology Dept. Network Administrator   2009 - 2010

I ensured the network continued to function and improved the public-facing department website. Re-branded and updating site for contemporary design and intuitive user interaction.

World Surf Engine | Head of Engineering / Co-Founder   2007 - 2008

I helped build a start-up company with the CEO by helping to establish business goals and development. I built and designed a web application using PHP, CSS, and JavaScript. Site provided user interaction, communication and information on surfing and other water-related excursions.

Other Experiences

IndieWeb Open Source Community   2018 - 2019

I was heavily involved with the IndieWeb Open Source community that works on encouraging open web communication standards such as Microformats, IndieAuth, Micropub, and Microsub. I collaborated on the Micropub and Microsub standards as well as contributing to JavaScript, PHP and Swift open source projects.

Studio H   2016 - 2019

I developed Indigenous for iOS and some iMessage sticker packs that are available for download on the iOS App Store as well as working on an Open Source app called Indiepaper for iOS using Swift and W3C web communication standards.

EH Studio   2013-2015

I developed a marketing website for Trinity Fitness to explain their services to clients in Wordpress. I built an internal communications and publishing platform for New Life Church based on Node.js using Bootstrap in order to to store member data and display visualizations using leaflet and d3. For LIFEpoint Church, I built an internal communications and publishing platform based on Drupal 7. I also developed mini- sites on a case-by-case basis using Backbone.js, Handlebars.js and the Foundation Framework.