

Hank McLaughlin

Programmer

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in [hankmc](#)



Senior Principal Mobile Engineer at Mindgrub. Responsible for design, architecture, and maintenance of native mobile android, and iOS applications. As well as mentorship and support of junior developers

SKILLS

iOS Development

master



swift objective-c xcode
iphone ipad apple watch
apple tv

Android Development

master



kotlin rxkotlin java
android studio phone tablet
android wear

Node Development

advanced



npm web storm promises

Python Development

intermediate



flask django sockets

WORK EXPERIENCE (7)

Senior Principal Mobile Engineer at Mindgrub Technologies LLC March 2020- Current

<https://mindgrub.com>

Developing software for iOS and Android, as well as functioning as a technical lead, making architecture decisions at the early stages of projects, and reviewing code and providing support as projects continue.

- Architect, build, and ship applications for clients like Exelon, MD Lottery, Idaho Power, and many more.
- Meet with clients to understand product vision and consult on new technology and how to leverage it for success.
- Provide support for devs working on my project, helping with blockers, or reviewing code
- Mentoring junior devs on best practices, and new technology

Senior Application Engineer at Leafly Holdings LLC May 2018- March 2020

<http://leafly.com>

Architect, build, and maintain the Leafly Android and iOS apps. Adding new features and capabilities to peoples shopping experience. As well as mentoring junior engineers

- Totally re-architect the android app and rewrite the app in flight over the course of a year (project Theseus)
- Design, build, and code a system that allows for easy re-ordering of product from dispensaries
- Build a system that acts as a kiosk for customers within dispensaries
- Architected a system that indexes strains locally on devices so that those results can appear in native global search systems (plus Siri and google assistant)

Senior Software Engineer at Stanley Black & Decker **February 2017- May 2018**

<http://www.stanleyblackanddecker.com/>

Invent and prototype potential future hardware and software products. As well as present them to upper management

- Design, build, and code a system that bridges Zigbee and Zwave IOT networks
- Build a system that pilots heavy machinery based off of openCV video input
- Design build and ship a system that locates tools indoors, and on job sites
- Various ARKit/Hololens augmented reality demonstrations

Director of Mobile Engineering at Mindgrub Technologies LLC **October 2016- February 2017**

<https://mindgrub.com>

Manage a team of 7 engineers and 3 interns, as well as architect and implement native mobile and web applications using the latest technology and methodologies

- Architect, build, and ship applications for clients like MD Lottery, Under Armour, Wendy's, and many more.
- Meet with clients to understand product vision and consult on new technology and how to leverage it for success.
- Successfully transitioned the team from a waterfall structure to agile processes with constant feedback and improvement
- Promoted the creation of automation software internally, to create a more efficient, less stressful work environment

Senior Software Engineer at Mindgrub Technologies LLC **May 2014- October 2016**

<https://mindgrub.com>

Software Engineer at Mindgrub Technologies LLC **March 2013- May 2014**

<https://mindgrub.com>

Mobile Engineer at Accella LLC **June 2010- March 2013**

<https://accella.net>

VOLUNTEER —————**Instructor** at Code.org

February 2013 - Current

<https://code.org/>

Spend a day in a local classroom every year teaching middle and highschool students to code using Scratch, and robotics fro Sphero

Instructor/Speaker at Towson University

January 2015 - Current

<https://www.towson.edu/>

Provide career advice and mentorship to Towson University students at a few events every year, ranging from coding tutorials to career workshops