

LOGAN HINDLEY

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[GitHub](#)
[LinkedIn](#)
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Métis software engineer with hands-on experience in full-stack development, system architecture, and client-facing work. Built and operated a 3,000+ client tech support business and shipped production-ready code as a Software Engineer Intern at Telesat. Recently led Instructive, an award winning React/TypeScript + Python LLM project helping teachers to adapt curricula to student IEPs across Western Canada. Excited to build tools that make developers faster and teams more effective.

EDUCATION

University of Alberta, Edmonton — BSc Computer Science

September 2024 - PRESENT

Founder of the Systems & Applied Robotics Students' Association (SARSA). Software Engineering focus - System Architecture and Practical Programming. Student Leader & Entrepreneur. Individual media contractor for the University of Alberta. Professional photo & video for student-run organizations and faculties.

TECHNICAL SKILLS

C, Java, Python, TypeScript, React, Git, CI/CD, Unix, Azure, PostgreSQL, LLM integration and evaluation, Vitest, Playwright, SvelteKit, Node.js

EXPERIENCE

Treadstone Coatings, Software Developer August 2024 - PRESENT | Vancouver Island, BC

- Built a full-stack 3D design and quoting web app (React, three.js, Supabase) that turns an on-site model of the customer's space into measurements, pricing, and a 3D proposal.
- Built a native iOS companion app (Swift, SwiftUI) for mobile quoting, invoicing, and scheduling.
- Built the company website and sub-websites for our divisions; Outdoors, Garage, and Storage.

Telesat, Software Engineer Intern May 2025 - August 2025 | Ottawa, ON

- Re-architected pieces of the Constellation Capacity Management System using Java, TypeScript, and Angular, improving how feasibility requests are generated for LEO satellite landing stations worldwide. Collaborated in an Agile Scrum environment.
- Wrote testable, production-level code with code reviews, CI/CD workflows, and redesigned and utilized dependencies and deployments using JFrog and Azure to keep a large codebase maintainable.

Nanoose Bay Computing, Founder September 2022 - September 2024 | Nanoose Bay, BC

- Built and ran a tech support + tutoring business, serving 150+ households and over 3,000 total client interactions across in-home, and remote support.
- Troubleshooted and resolved complex issues across Windows, and Unix systems, networks, and consumer devices; removed undetected malware and restored systems without data loss.

Lohndly Media, Founder, Photographer & Videographer September 2020 - Present | British Columbia & Alberta

- Provided professional-grade media coverage to companies and organizations.
- Served 100+ individuals and companies, reaching 10M+ views all time.
- Expert in social media marketing, with content gaining 20M+ views, and 1M+ likes across various platforms.

PROJECTS

Treader — The collaborative travel planner | SvelteKit, TypeScript, PostgreSQL, Stripe, Google Vertex AI, Vercel, Vitest, Playwright | treader.ca

- Built and launched a full-stack travel-planning SaaS with live collaboration, AI assistance and paid plans, shipping 125k+ lines of TypeScript, 90 API endpoints, and 99 database migrations through a staging-to-production CI/CD pipeline.
- Designed three Stripe subscription tiers and enforced each tier's limits in the UI, server, PostgreSQL row-level security.
- Built an AI trip assistant on Google Vertex AI that grounds its answers in real places through tool calls. Wrote an evaluation harness that measured 11/12 test cases passing at less than \$0.04 per turn.
- Cut the main Javascript bundle by 64% by loading 17 paid-plan views only when opened. Added a two-level cache that avoids paying twice for the same data, with a free fallback for daily spend capacity limits.

Instructive — natHacks 2025 Hackathon (1st Place)

- Built an education management system that helps teachers adapt existing curricula to students with Individualized Education Plans, centralizing IEPs, curricula, and reports.
- Integrated a local open-source LLM with RAG to propose concrete adaptations while citing government-mandated IEP goals using school approved resources and preserving data-privacy.
- Led research with teachers and school staff across Alberta and BC to ground the product in real IEP workflows meeting pain-points, focusing on students with documented learning disabilities being undersupported.
- Awarded 1st Place at a 300+ participant hackathon and selected for a \$4,000 prize centered around technical depth, accessibility impact, and real-world practicality.