

Danny Hines

Software Engineer & Tech Lead

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SUMMARY

Software engineer with deep experience building consumer-scale web products at Meta. Started out as an electrician and taught myself to code on the job before going back for a CS degree. Now a tech lead for core product surfaces on facebook.com, with a track record of shipping high-impact features and leading engineering teams.

EXPERIENCE

Software Engineer & Tech Lead

2016 – Present

Meta · Seattle, WA

- Tech lead for the team owning facebook.com's core product experiences: news feed, composer, stories, sharing, video, and comments.
- Built and shipped the first AI product feature on Facebook web, surfacing Meta AI prompt suggestions under eligible posts.
- Led a ground-up modernization of the commenting experience used across Facebook.
- Shipped widely used product features including Snooze and the Care reaction, plus multiple regulatory-compliance launches.
- Drove improvements to feed relevance and freshness.
- Served as Tech Lead Manager on and off across roughly four years, most recently leading a team of four senior engineers.

Software Engineer to Front-End Manager

2012 – 2016

UIEvolution / Xevo

- Built mobile web apps, in-vehicle infotainment, digital signage, and TV applications for clients including Disney, iHeartRadio, NPR, Carnival, and Marriott.
- Promoted to manage a team of front-end engineers over the final year and a half.

Low-Voltage Electrician (Apprentice to Journeyman)

2004 – 2012

ABSCO Solutions

- Installed and serviced CCTV, security, and fire alarm systems for commercial customers.
- Wrote software to speed up fire-alarm panel inspections and contributed to an internal project-management tool, an early step toward a software career.

EDUCATION

B.S., Computer Science

Seattle University

SKILLS

Languages & Frameworks: JavaScript, TypeScript, React, GraphQL / Relay, Node.js, Hack / PHP, Flow, Three.js

Strengths: Front-end architecture, product engineering, technical leadership, mentoring, cross-functional collaboration

BEYOND WORK

Lifelong maker: woodworking, 3D printing, electronics, and home remodeling. Built a full-sized, two-player arcade cabinet from scratch. Husband and dad of two.