

# Colin Drake

Senior Software Engineer · Austin, Texas

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## PROFILE

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Senior Software Engineer with ten years of experience building native iOS apps using Swift and UIKit, also proficient in SwiftUI and Objective-C. Seeking mission-driven workplaces with teams that promote continuous education, product-focused thinking, cross-team collaboration, and which provide opportunities to mentor and share knowledge. Remote opportunities preferred.

## EXPERIENCE

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### Senior Software Engineer, Bandcamp · Remote (2021-Present)

- Responsible for architecting and implementing major features for the artist and listening apps such as Playlists, CarPlay, Queueing, Accessibility updates, Account Deletion, PRO Stats Reporting, and more
- Pitched and led mobile team process improvements including build automation and App Store uploads with Fastlane and version control workflow improvements
- Helped mentor junior members of the team via presentations, documenting best practices, and pair programming

### Senior Software Engineer, Under Armour · Austin, Texas (2017-2021)

- Developed a multi-app gym workout feature deployed via Carthage into both MapMyRun and MyFitnessPal apps, responsible for architecting an integration app for immediate iteration and testing of individual screens in the SDK
- Implemented numerous other features including smart shoe achievements as part of the MapMyRun core team
- Responsible for App Store deployments, bug triage and fixing, build process improvements, API design, and general feature development

### Software Engineer, Tuple Labs · Austin, Texas (2016-2017)

- Developed a highly interactive iOS app for a Fintech client, frequently collaborating with designers
- Built the frontend interface for a loan management system using Vue.js, integrating with a Node.js backend
- Frequent host of weekly technical team training sessions, covering subjects such as customizing development environments, command line tools, and reactive programming best practices

### Software Engineer, Dynamit · Columbus, Ohio (2013-2016)

- Built iOS apps for clients including Hilton Hotels, Thorntons, Panda Express, and NJASAP, including both App Store and enterprise deployments with both Objective-C and Swift
- Developed and wrote documentation for a white-labeled credit card management plugin powering numerous retailers' iOS apps, deployed as a dynamic framework
- Helped architect and implement the MVP of the company's Village messaging platform

### Internships (2010-2013)

Completed technical internships with Google Summer of Code, Cisco, and The Ohio State University's Reusable Software Research Group. Gained experience in areas of technology ranging from open source BIOS programming, to Linux CLI programs for enterprise router testing, to full-stack web application development.

## EDUCATION

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The Ohio State University, B.S. Computer Science & Engineering (2013)

## TECHNICAL PROJECTS

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- Author of open source music making applications for Monome Norns and macOS (grendy, dnd, mouse, twine, and more)
- Generative artist and creative coder, producing static images and interactive animations with Processing and Arduino
- Previously, technical blogger with articles featured in newsletters such as iOS Dev Weekly and Ruby Weekly