

Colin Drake

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SUMMARY

Senior Software Engineer specializing in native iOS app development using Swift and UIKit, also experienced in Objective-C. Interested in mission-driven workplaces and teams that promote continuous learning, deep product thinking, and accessibility.

EXPERIENCE

Bandcamp (2021 - Present) | Senior Software Engineer | Remote

- Developed new platforms and features for Bandcamp's listening and artist apps, including helping to design and fully implement the new CarPlay experience
- Led various mobile team infrastructure and process upgrades, focusing on Fastlane and version control
- Gained experience working in Android and Ruby backend

Under Armour (2017 - 2021) | Senior Software Engineer | Austin, TX

- Developed a multi-app gym workout feature deployed via Carthage that targeted both MapMyRun and MyFitnessPal, and was responsible for architecting a sample app for quick iteration and testing of individual screens
- Implemented many features, including smart shoe badges, as part of the MapMyRun core team, and was responsible for App Store deployments, bug triage and fixing, build process improvements, API design, and general feature development

Tuple Labs (2016 - 2017) | Software Engineer | Austin, TX

- 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 Node backend
- Frequent host of weekly technical team training sessions, covering subjects such as customizing development environments, using command line tools, Vue.js best practices, and more

Dynamit (2013 - 2016) | Software Engineer | Columbus, OH

- 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

The Ohio State University (2010 - 2013) | Student Developer | Columbus, OH

- Developed various iOS, Android, and Django applications to support educators

Cisco Systems (2012) | Student Developer | San Jose, CA

- Worked on an enterprise router load testing tool, making UX improvements and protocol bugfixes

Google Summer of Code (2011) | Student Developer | Remote

- Built an open source filesystem driver for the Tianocore BIOS, exposing developer debug information

EDUCATION

The Ohio State University (2009 - 2013) | Columbus, OH

B.S. Computer Science & Engineering, Arts Scholar and Open Source Club Member

TECHNICAL INTERESTS

- Frequent contributor to Monome's open source music app community (Lua, SuperCollider)
- Generative artist (Processing, Java)
- Occasional blogger (HTML, CSS, Jekyll)
- Beginner learning DIY electronics for audio applications