Colin Drake

Senior Software Engineer
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Profile

Senior Software Engineer with over ten years of experience building native iOS, tvOS, and CarPlay apps using Swift, UIKit, and SwiftUI. Has a passion for leading teams by collaborating closely with product and design and mentoring newer technical team members. Looking for a mission-focused role with focused product thinking, tight collaboration, and a high bar for accessibility, design, and usability.

Experience

Bandcamp – Remote 2021 – July 2026
Senior Software Engineer

- Architected and implemented major features for Artist and Listening apps (5M+ installs, 100k DAU) such as Shared Playlists, CarPlay, Queueing, GDPR compliance, Universal Links, Dark Mode, VoiceOver/accessibility audits, and more
- Collaborated closely with design and product teams on feature requirements from concept through delivery, especially on features such as Playlists which resulted in 2x spend increase from engaged users
- Pitched and led mobile team process improvements including adding unit and UI test suites, command-line builds and App Store uploads with Fastlane, GitHub CI automation, and version control workflow modernization increasing app stability and team speed
- Frequent contributor in other areas of the company's tech stack, often owning maintenance and feature updates in both of the Android apps and Ruby/SQL backend API in addition to mobile work
- Helped mentor junior members of the team via presentations, documenting best practices and workflows, and pair programming sessions

Under Armour – Austin, Texas 2017 – 2021
Senior Software Engineer

- Helped architect and build a planning, tracking, and realtime guided strength training feature deployed as a plugin into both of our leading fitness apps, MapMyRun and MyFitnessPal, an app installed by 280M+ users
- Built features integrating maps, realtime data processing, and physical hardware using Core Bluetooth, MapKit, HealthKit, and other fitness product SDKs
- Implemented various process improvements for mobile team including test automation, CI/CD improvements, and code style guidelines and automatic linting

Tuple Labs – Austin, Texas 2016 – 2017
Software Engineer

- Collaborated with a small agile design and product team to build Bacon, a highly interactive personal budgeting app for iOS, and Bacon Payments, a web frontend for a white-labeled loan management system

Dynamit – Columbus, Ohio 2013 – 2016
Software Engineer

- Built and deployed iOS apps, backend APIs, and websites for clients such as Hilton Hotels, Whataburger, Panda Express, Bahamas Telecommunications Company, and more using Swift, Objective-C, PHP, and Node.js

Education

The Ohio State University – Columbus, Ohio 2013
B.S. in Computer Science & Engineering

Skills

iOS Development: Swift, Objective-C, UIKit, SwiftUI, Swift Concurrency, Swift Data, SQLite, cross-platform development with j2objc
Tools and Infrastructure: Xcode, Instruments, Fastlane, SPM, GitHub Actions for CI/CD pipelines
Architecture: MVVM, MVC, framework/plugin/SDK deployment model
Testing: Swift Testing, XCTest, XCUIAutomation, test-driven development
Web & Other Platforms: HTML/CSS/JS, Eleventy, Vue.js, Processing, p5.js, Arduino

Other Projects and Accomplishments

Author of open source music making apps for Monome Norns and macOS using Lua, SuperCollider, and Raspberry Pi
Generative artist and creative technologist, making interactive and printed works using Processing, p5.js, and Arduino
Completed Google Summer of Code program in 2011, building a file system driver in C for an open source BIOS
Writing has been featured in iOS Dev Weekly and Ruby Weekly newsletters