COLIN BARRETT

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(808) 225-3177 colin@springsandstruts.com

PROFILE

Senior software engineer with twenty years of experience. Works with functional languages such as Haskell, as well as languages targeting native, mobile and web platforms such as Swift, Kotlin and TypeScript. Interested in programming languages, graphics, networking, and mentoring.

RECENT EXPERIENCE

KeyMe - New York, NY
Senior Software Engineer, JULY 2021 - JULY 2022

Full-time employee. Responsible for maintenance of existing software running on key-duplicating kiosks, and bring-up of next-generation kiosks at manufacturing. Added features and documentation to codebases in Haskell, Python, and C (firmware for 8-bit microcontrollers). Spent time mentoring more junior engineers.

GameChanger – New York, NY
Senior Software Engineer, MAY 2017 – NOV 2018

Full-time employee. Responsible for delivering key product features across iOS, Android and backend codebases for two popular consumer software products for youth sports teams. Created reading group for coworkers to self-study functional programming.

Fastly – Brooklyn, NY (Remote)
Software Engineer, JAN 2016 – OCT 2016

Full-time employee. Partly responsible for the maintenance and operation of several high-performance analytics systems critical to business operations written in Go. Implemented features including streaming data to Google's cloud databases as well as other real-time logging providers.

Apple – Cupertino, CA
UIKit Software Engineer, JUNE 2013 – OCT 2015

Full-time employee. Responsible for the design, implementation and maintenance of a GUI application framework in Objective-C. Key contributor to designing and implementing UIKit features related to multitouch handling.

PROJECTS

Bracer – Academic Contributor, 2011 – 2014

Collaborated with researchers on a Haskell source rewriter for C. Participated in literature review, developing novel contributions, implementation, and writing.

Adium – Open Source Developer, 2002 – 2013

Worked on a large, Objective-C program from its inception with a geographically dispersed group. Involved in design, implementation and maintenance as well as providing support and managing community venues.

EDUCATION

Oregon Programming Languages Summer School – Eugene, OR

Industry Participant, 2016

University of Maryland – College Park, MD

Computer Science, 2004–2006

For a complete work history, please see my LinkedIn page.
`<www.linkedin.com/in/colinhbarrett/>`