

COSTA WALCOTT

SENIOR ENGINEER, MOBILE & PLATFORM

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SUMMARY

Senior Engineer with 15+ years of experience owning and shipping end-to-end, mobile-centric products. Extensive background in native iOS and Android development, backed by hands-on ownership of backend services and web dashboards. Known for clean architecture, maintainable code, strong architectural judgment, and pragmatic decision-making. Comfortable moving across platforms as product needs evolve in small, fast-moving teams.

TECHNICAL SKILLS

- **Mobile (iOS):** Swift, SwiftUI, UIKit, Swift Concurrency (Asynchronous/Await), Combine, XCTest/Swift Testing
 - **Mobile (Android):** Kotlin, Java, Jetpack Compose, Coroutines, Room, Flow
 - **Backend:** Node.js / TypeScript, REST APIs, AWS, PostgreSQL
 - **Web:** Angular, TypeScript
 - **Additional experience:** Ruby on Rails, Python, React
 - **Protocols & systems:** BLE (Bluetooth Low Energy), LoRa (Long Range), OAuth
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WORK EXPERIENCE

HILTI GROUP, BURLINGTON, MA (ACQUIRED CONCRETE SENSORS, 2020)

Solution Architect III, 2022-Present

Solution Architect II, 2020-2022

- Owned end-to-end development of a connected-device product suite spanning native iOS, native Android, backend services, and a web dashboard
- Served as principal engineer responsible for architecture, implementation, and long-term evolution across client and server systems
- Designed and delivered cross-platform features coordinating mobile, backend, and web development
- Led backend migration from Heroku to AWS, improving deployment workflows
- Integrated enterprise OAuth authentication and guided post-acquisition design and platform alignment
- Collaborated closely with firmware and hardware teams to define data contracts and resolve cross-system issues

CONCRETE SENSORS, CAMBRIDGE, MA

Principal Software Architect, 2016-2020

- Sole software developer owning all mobile and backend development for the company's flagship IoT product
- Re-architected backend from Parse to a custom Node.js/Express/TypeScript platform, improving reliability, scalability, and maintainability
- Developed native iOS and Android apps integrating BLE for real-time sensor communication and data capture
- Built the company's first Android application, achieving full cross-platform feature parity
- Designed and implemented REST APIs enabling secure communication and synchronization between mobile clients and cloud services
- Collaborated with hardware engineers to design LoRa-based data workflows, ensuring end-to-end connectivity from sensors to cloud
- Delivered product features from concept to production, directly contributing to product maturity and successful company acquisition

LEVELUP, BOSTON, MA

Mobile Team Lead, 2015-2016

- Managed a team of 5 iOS and Android developers
- Oversaw project planning, technical direction, and hiring while continuing to contribute hands-on in mobile and backend development
- Led delivery of major releases for the LevelUp consumer and merchant apps, improving reliability and feature velocity
- Collaborated with product and design teams to define mobile architecture and development best practices across platforms

Lead Developer, iOS, 2012-2015

- Served as lead iOS engineer for the LevelUp app
- Designed and built new features in Objective-C and Swift, focusing on maintainable architecture and high performance
- Worked closely with backend teams to integrate mobile apps with LevelUp's Ruby on Rails platform and REST APIs

Senior Mobile Developer, 2012

- Developed features and improvements for the LevelUp mobile app and backend systems using iOS (Objective-C) and Ruby on Rails
- Collaborated with cross-functional teams to deliver high-quality, user-focused mobile experiences

DRACONIS SOFTWARE, LLC, WOBURN, MA

Co-Founder, 2003-2011

- Co-founded a small software consultancy delivering custom web and mobile solutions for startups and established businesses
- Designed and developed full-stack applications using technologies including Java, Perl, PHP, and later Ruby on Rails and iOS
- Led end-to-end delivery of client projects – from requirements gathering and architecture through deployment and maintenance
- Managed client relationships, project timelines, and small development teams (1-2 employees or contractors)
- Built and launched multiple production applications that helped clients scale, including early mobile integrations that led to later iOS expertise
- Engagement with LevelUp as a consulting client led to full-time engineering roles following successful project delivery

EDUCATION

BRANDEIS UNIVERSITY, Waltham, Massachusetts, **B.S., Computer Science**