Eugene O'Fallon

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Technical Projects

Bard ☑ Aug 2022 – present

Creator, Software Engineer

Bard is an open-source session replay and conversion analysis tool.

- Engineered data ingestion and retrieval system optimized for high write volume and complex analytical queries over large datasets using RabbitMQ, Clickhouse, Express, and PostgreSQL.
- Augmented existing open-source recording engine (rrweb) with session management functionality and published it as an npm package for easy instrumentation.
- Developed Bard's UI using React and MaterialU enabling the visual analysis of user sessions in the context of conversion funnels.
- Automated two containerized deployment options: Docker Compose and AWS (ECS, Fargate, and EFS).
- Collaborated with a remote team of 4 engineers, including daily stand-ups and pair programming.

Launch School 2020 – 2022

- Attended a mastery-based education program focused on software engineering fundamentals.
- Developed open-source web applications with technologies such as Node.js, Ruby, Sinatra, PostgreSQL, React, JavaScript, HTML, and CSS.
 - RequestBin: A real-time Node.js application built with Express, MongoDB, PostgreSQL, web sockets, and Nginx to collect and monitor webhook requests.

Professional Experience

Manufacturing Engineer

May 2019 - Mar 2022 | Tulsa, OK

Arcosa Wind Towers

- Reduced tooling costs by 50K by rebuilding and automating the design process and eliminating opportunities for human error.
- Improved the building of wind towers by studying, designing, and documenting manufacturing processes.

Education

Full-Stack Software Engineering

2020 - present

Launch School ☑

BS in Mechanical Engineering (3.39)

2015 - 2019

University of Oklahoma

Skills

Backend Frontend

Tooling

Node.js, Express, Ruby, PostgreSQL, MongoDB, Clickhouse, RabbitMQ JavaScript, React, HTML, CSS

Docker, AWS (ECS, Fargate, EFS) DigitalOcean (droplet)