SAM O'BRIEN

SOFTWARE ENGINEER TEAM I.E.

samjamesobrien@gmail.com +353 (0)86 061 8856 https://github.com/samjamesobrien

Principal full-stack engineer with product ownership & team lead responsibilities focused on leading by example, coordination & continuous code integration, forward thinking design & innovation, best practices and continuous improvement following the Kaizen principle

</> SKILLS

BACKEND WEB SPRING SPRING BOOT DROPWIZARD PLAY JACKSON NETTY JETTY AKKA SERVLETS TOMCAT SQL NO SQL DATABASE NORMALISATION SCHEMA DESIGN CASSANDRA H2 MYSQL



EMPLOYMENT

Senior software engineer, VSware / Visma

2015-07 — Present

Senior full-stack engineer with product ownership, team lead & development responsibilities. This role includes overseas travel to meet with 3rd party services for API negotiations, writing and managing stories from requirements to completion, managing development resources and several solo-developed revenue generating micro-services. I also pushed for and introduced effective data validation patterns: On the JS side, REST API validation and tightly constrained DB cardinality leading to very high quality data and natural prevention of bad states.

- Solo-developer of a revenue generating micro-service based integration with Microsoft Active Directory and Office 365 with yearly subscription fee of 1-2k per customer depending on features
- Lead developer & Product owner of a major piece of employee planning and cost management software developed with a team of 5, managing dynamic requirements changes. Featuring strict validation, natural cardinality, persistent programming patterns, caching and completely validated DTOs in Spring, JSP, Rivets and MySql
- Product owner of all 3rd party integrations including Oauth & Saml 2.0 authenticated single sign on, and data importation and marshalling
- Pushed new validation and development patterns focused on the Kaizen principle of continuous improvement which were widely adopted by the team

Agile PM java maven sbt saml oauth spring play dropwizard spring boot scala kotlin ruby chef ops sql mysql cassandra activator akka domain driven design leadership stakeholder management

Software Engineer, Logentries

2014-05 — 2015-07

Developer focused on backend services including developing the in-house query language, metrics retrieval, validated REST API exposure etc. in an Agile environment

- Developed a parser and query language to access the log data API
- Produced a high quality validated and acceptance tested externally exposed API

Agile java maven sbt oauth dropwizard netty spring boot scala kotlin ruby chef ops sql mysql cassandra activator akka domain driven design leadership stakeholder management

Draughtsman & Amp; Administration, Flanagan Architects

2012-02 — 2012-08

Contract for project in London, draughtsman, coordination and administration responsibilities.

Design team lead, Farm from a Box

2011-02 — 2012-01

Coordinating a team of 7 volunteers to produce an initial set of designs for a modular farming solution for disaster relief. Design leadership administration

Draughtsman & Draughtsman & Administration, 3D Architects

2010-07 — 2011-01

Work included producing planning permission and other legal applications, design and technical documentation to strict legal & design requirements.

Draughtsman & Draughtsman & Architects

2007-06 — 2008-06

Work included producing planning permission and other legal applications, design and technical documentation to strict legal & design requirements.



PROJECTS

Contributor, RE2 for java

Implemented named capture groups as an extension of indexed capture groups in the library to facilitate same in Logentries query language.

java C++ JNI RE2 REGEX

trade-processor

secret side project



M.Sc Computer Science, University College Dublin 1st class Honors degree in Computer Science. 2012-09 — 2014-01

Java C C++ Ruby Database design Software Engineering Natural language processing Search aggregation & N-Dimensional clustering

B.Sc Architectural Science, University College Dublin

2006-09 — 2010-07