

Eamonn McHugh-Roohr

Senior Software Engineer · Greater Boston / Metro West
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Education:

BS in Computer Science, Mathematics Minor: Westfield State University, Westfield, MA

Hopjump: Senior Software Engineer

May 2021 - Present

Software Engineer (Platform)

Mar 2017 - May 2021

- Program in Python for everything from microservices and utility scripts to custom monitoring
- Connect microservices together with Apache Kafka to manage big parallel loads
- Conduct technical interviews to grow the company by hiring excellent engineers
- Helped migrate critical infrastructure to a new platform, achieving major cost savings
- When we acquired Smartertravel Media, I helped onboard code and integrate data
- Respond to the needs of internal users in a timely manner including on-call rotation
- Lead my team's part of the cross-team effort to integrate Auth0 as a login provider
- Took ownership of the revenue ETL project; point of contact and frequent fixer
- Scrum Master of the team (After completing a course and obtaining a certification)
- Gave a presentation on practical Git use to Hopjump's analysts.
- Managed a situation where a critical external vendor was sunseting their service.

KEW Inc: Full Stack Engineer

Mar 2016 - Jan 2017

- Built a reporting framework for our pipeline in Django (a Python MVC framework)
- Worked independently and with a larger team to solve operational issues for the company
- Helped manage a project involving multiple outside contracting firms and contractors
- Built and maintained Ansible scripts for automated deployment, configuration, etc
- Configured Linux servers to run Django, legacy projects I'd inherited, and even CGI scripts
- Set up Travis CI to run our unit tests, code coverage, and style enforcement automatically
- Watched with immense pride as the infrastructure returned unbidden after a power outage

Luvo: Junior Software Engineer

Jun 2015 - Feb 2016

- Django MVC framework (Python) for the back end (including Django Rest API)
- Contributed to the single page app 'microsite' that we built in about a week with Angular.js
- Practiced Scrum to deliver products on time, such as a new video tutoring service
- Grew as a programmer through code reviews and reviewing code for team members
- Built a facebook-like content feed system as part of an independent 'hackathon' project

Sports Technologies: Developer

May 2014 - May 2015

- Built and maintained fantasy sports web apps with Ruby, Rails, MySQL, and Postgres
- Managed the updates to NFL Draft Predict game
- Re-wrote the NHL Hat Trick Challenge scoring code from Java/MySQL to Ruby/Postgres
- Built an admin interface for NASCAR Fantasy Live to enable much-needed moderation
- Supported end users on various fantasy products, by phone, email, and web forum
- Conducted exhaustive QA testing of NASCAR Fantasy Live's front end
- Created reports for clients using SQL to help analyze customer data

Skills:

- Experience programming in Python, JavaScript (ES6), Ruby, Java, and SQL
- Technologies: Apache Kafka, Redis, Postgres, Amazon Redshift, git, vim, tmux
- Frameworks/libraries: FastAPI, Flask, Django, Rails, React, Alembic
- DevOps: Docker, Nginx, Nagios, general Linux (Ubuntu, Fedora/CentOS) experience

Side Projects:

- Flythrough.Space: Javascript space RPG in the vein of Escape Velocity/Endless Sky
- OLS: Open source implementation of a Lockstep-networked RTS using Python
- Multiplayer Escape Velocity clone in the Godot engine (GDscript is similar to Python)