

Scott O'Brien

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SUMMARY

Senior Solutions Architect with 7+ years delivering complex integrations for high-volume, customer-facing platforms — and a product engineer who ships. Architects presales POCs, API integrations, bespoke full stack applications, and the technical narratives that turn pilots into enterprise contracts. Currently driving AI adoption across Procore's Solutions Architecture team while shipping production software end to end: live web products, real-time multiplayer systems, and hosted MCP connectors.

EXPERIENCE

Procore — Senior Solutions Architect

May 2026 – Present

- Drive AI adoption across the Solutions Architect team, standardizing AI-assisted workflows to raise the quality and consistency of team output; own a recurring AI Office Hours program.
- Led team-wide Claude Code enablement — hands-on training on real workflows, a clonable starter repo, a prompt library, and a dedicated Slack channel — turning AI-assisted development into a shared team capability.
- Scaled a drawings-replication integration for projects with 1,000+ drawings, cutting API calls ~85–90% (#1000 → #100 per clone) with batched uploads and rate-limit-aware execution that completes large clones unattended.
- Built a POC PDF generator for PCO and Correspondence workflows, closing the DocuSign-parity gap clients cite as the blocker to adopting the paid e-signature offering.

Opus Agency — Solutions Architect

May 2025 – May 2026

- Led solutions architecture for event platforms, UX, and integrations serving 20,000+ attendee events.
- Architected registration portals for 5+ events on an enterprise event platform using custom HTML/CSS/JavaScript, driving 10,000+ user sign-ups in the first month.
- Owned data, functionality, and experience flow design between integrated tools (registration, marketing automation, ERC), producing specs, flowcharts, and field/attribute definitions for every build.
- Built durable client relationships through on-site delivery at live events, improving satisfaction and driving repeat business.

Procore — Senior Solutions Architect

Jun 2021 – May 2025

- Delivered presales architecture and POCs to technical and executive stakeholders, producing technical designs and SOW inputs that helped convert a \$55,000 pilot into a multimillion-dollar enterprise contract.
- Owned requirements, design/architecture, and development management for technical projects across 5+ concurrent enterprise clients.
- Architected end-to-end API mapping and data flow between Procore and client systems, enabling 5+ simultaneous integrations and improving data consistency across projects.
- Developed a repeatable integration playbook (API mapping, middleware patterns, authentication, error handling) reused across multiple enterprise customers, reducing typical implementation time.
- Used Databricks to analyze REST API usage and advise customers on POC design, rate-limit handling, and scalable multitenant workflow design.
- Mentored newly hired junior and mid-level solutions architects, cutting time to billable-work readiness.

CNH Industrial — Technical Integration & Applications Engineering

Jul 2020 – Jun 2021

- Implemented SAML SSO (IBM ISAM), built data pipelines exposing user profiles to external apps, and performed UAT for a North America-wide portal rollout.
- Developed front-end enhancements, customizable content hierarchies, and tailored content feeds (JavaScript/HTML) for the primary portal of a global dealership network.

Projects

- Designed, built, and shipped Cairn (stackyourcairn.com) — an AI-connected career ledger with a hosted 12-tool MCP connector (OAuth 2.1 + PKCE), Postgres + RLS, and 206 automated tests; users' own AI drafts résumés, promo packets, and reviews sourced 100% from verified entries, with zero in-product AI cost.
- Shipped RuneTrivia end to end — a real-time multiplayer trivia system spanning a Java game-client plugin, an authoritative WebSocket match engine (Node/SQLite on Fly.io), and a public Next.js site (runetrivia.com) — live on the RuneLite Plugin Hub.
- Built and shipped RuneHero, an original rhythm-game plugin with a MIDI chart generator that auto-selects melody channels — 25+ installs in its first week live on the RuneLite Plugin Hub.
- Built Music Visualizer, a real-time MIDI-driven visualization plugin merged into the RuneLite Plugin Hub — 50 installs in its first week.

EDUCATION

B.S. Computer Science — UW-Parkside

Dec 2019

SKILLS

Presales scoping, POCs & executive demos · Integration architecture & data-flow design · Technical design docs, SOWs & field mappings · TypeScript / Node.js · React / Next.js · Java · Python · SQL · REST & GraphQL API integration · Webhooks & OAuth 2.0 / PKCE · Rate-limit & retry patterns, idempotency, multi-tenancy · Event-driven systems (queues, workers, WebSockets) · Postgres + RLS · SQLite · Redis · Docker · Fly.io · Cloudflare · Vercel · GitHub Actions · MCP server design, build & hosting (OAuth 2.1 connectors) · Agentic engineering with Claude Code · Team AI enablement & training