



Melvin Laplanche

Staff Software Engineer

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Work Experience (See linkedIn for more details and more experience)

Staff Software Engineer @ Abstract

May 2018 - now

I worked on building and maintaining our CLI, local backend services, and git-related code, in Go.

Notable work include:

- Improving our git performance to reduce sync issues and download time.
- Improving our architecture to make it as easy and painless as possible to work in our codebase
- Writing a modular, two way communicating, client/server for a private protocol using unix socket and websockets.
- Building a daemon to serve as local backend (gRPC, REST API, and websocket) for all our apps, with various health services used to detect bugs as they happen to try to fix/control them before the user is affected.
- Maintaining and adding multiple commands to our CLI

Tech used: Go (Golang), cgo, c, objective-c, Javascript (flow), Electron, grpc, git internals,, unix syscalls

Software Engineer @ Splice

Jun 2016 - Apr 2018

Joined the Backend team to maintain, improve, and develop new features for the REST API. Notable works include:

- Improving the architecture of the codebase to simplify the workflow of adding new endpoints while improving the quality of the tests.
- Monitoring and profiling endpoints to find and fix performances issues (high CPU usage, memory leaks, very slow endpoints, ...).
- Auditing and documenting security issues (buffer overflow attack, Unrestricted File Upload, targeted bots, ...).
- Fixing bugs in the payment and subscription systems.
- Helping with the migration of 2 native apps to an Electron app using GRPC (In Go).

Tech used: Go (Golang), pprof, New Relic, Docker, MySQL, redis, Elastic Search, aws, ec2, s3, sqs, gRPC, Typescript, Objective-C, C#

Lead Software Engineer @ Fanly

Sep 2014 - Jun 2016

As the founding Lead Software Engineer, developed the world's largest sports content aggregation platform for both Android and iOS.

- Co-developed the MVP using ionic.
- Fully built both the Android and iOS (swift) apps.
- Used Node.js for the backend, the bots, and all the tools (devOps).
- Built an API compatible with a Parse.com database using expressJS.
- Developed a single page application using Angular and LESS.

Tech used: iOS, Android, Swift, Java, Babel, es6/7, javascript, node, express, less, angular, AWS, S3, Google Cloud, Heroku, MongoDB, Git, Diffbot, GNU/Debian

Software Engineer @ Freelance

Sep 2013 - Jan 2015

Lead several software development projects for various clients. Projects included development of web properties, intranet systems, and hosting environment configurations

Tech used: Python, Django, PHP, Symphony2, Jquery, HAML, LESS, GNU/Debian, Mysql, Git

Education

Bachelor in Computer Science @ Paris Graduate School of Digital Innovation

GPA: 3.82

Awards

IBM Master The Mainframe

Winner of national contest organized by IBM France in 2010

The goal was to solve problems using a remote IBM Mainframe, without knowledge of their tech stack.

Professional Skills

All those skills have been used in a professional context.

Web / System / Ops

- Go (golang)
- Git internals
- gRPC
- C / C++
- JS / TS / Flow
- Python (Django)
- Angular / React / Node
- MySQL / Postgres / Mongo / ...
- Docker
- AWS / GCP

Mobile / Desktop

- Android (Java)
- iOS (swift)
- Electron (macOS)
- ionic / Phonegap