Melvin Laplanche

FULL STACK ENGINEER

Backend (Go, Node, Python) & Full Stack Engineer focused on the agile development of products for startups. Strongly believe the quality of a code reflects the quality and future of the final product.

Allowed to work in the U.S.
No sponsorship needed.

✉ jobs@melvin.la

📞 (424) 234 8212

🐙 @Nivl

💼 WORK EXPERIENCE

Software Engineer
Since June 2016

Splice - Santa Monica, CA - 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 system and the subscription system.
- Helping with the migration of 2 native apps to an Electron app (in Go) using GRPC.

Technologies used: *Go, Golang, pprof, New Relic, Docker, MySQL, redis, Elastic Search, aws, ec2, s3, sqs, GRPC, Typescript, Objective-C, C#*

Lead Software Engineer
September 2014 - June 2016

Fanly - Santa Monica, CA - 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.

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

Full Stack Engineer
September 2013 - January 2015

Freelance - Montpellier, France - Lead several software development projects while finishing my graduate studies. Projects included development of web properties, intranet systems, and hosting environment configurations.

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

Lead Software Engineer
July 2011 - September 2013

Diderot Education - Montpellier, France - Designed and developed an e-learning platform for a new school specializing in Kinesiology, the website of a new Information Technology school, and a national intranet for the group.

Technologies used : *Python, Django, PHP, Symphony2, Jquery, HAML, LESS, GNU/Debian, Claroline, Vanilla Forums, Wordpress, Mysql, Postgres, Git*

🎓 EDUCATION

Bachelor in Computer Science - GPA: 3.82
2010 - 2013
European Institute of Technology (EPITECH) - Paris, France

🏆 AWARDS & HONORS

2015 - Best Sports Apps for Superfans - netted.net
Fanly chosen as top app for sports fans, and nominated for a Webby award for user experience design and functionality.

2015 - Best Android Apps of the Month - phandroid.com
Fanly voted best Android app for the month of June.

2010 - IBM Master the Mainframe
Winner of national contest to solve problems using IBM's remote mainframes (France).

⚙ SKILLS

Mobile Development
- 🤖 Android (java)
- 🍎 iOS (swift)

Web / Software / System
- Golang
- JS/ES6 (node, angular, react, ...)
- Python (Django)
- C (System Programming)
- HTML5 & CSS3 (LESS, Sass, ...)

Others
- MongoDB / MySQL / Postgres
- Docker
- AWS, GCP, Heroku
- Git / Subversion / Mercurial
- SCRUM / Agile Development
- Sketch
- UX