Melvin Laplanche

FULL STACK ENGINEER

Experienced software engineer focused on the agile development of automation systems that streamline business processes, improve scalability, and reduce costs for startups in Los Angeles, CA.

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

✉ jobs@melvin.la

📞 (562) 469 9675

🐱 @Nivl

💼 WORK EXPERIENCE

Lead Software Engineer
Since September 2014

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) app.
- Used Node.js for the backend, the bots, and all the tools.
- 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*

Project Manager
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*

Manager of the Teaching Assistants team
September 2012 - May 2013

IONIS - Montpellier, France - Managed the TA team and organized their schedules. Helped students understand basic and advanced notions of C and system programming (pointers, linked list, Makefiles, creating libraries). Graded most of the first year students projects and several second year's projects.

🎓 EDUCATION

Study Abroad Program - Computer Science
2014 - 2014
University of California, Berkeley - Berkeley, CA

Study Abroad Program - Computer Science
2013 - 2014
California State University, Long Beach - Long Beach, CA

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

Others
- MongoDB / MySQL / Postgres
- git / Subversion / Mercurial
- Sketch
- UX