



Melvin Laplanche

FULL STACK ENGINEER

Experienced Full Stack and Mobile 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.



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) 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*

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, Git*

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

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

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 @Nivl



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
- SCRUM / Agile Development
- Sketch
- UX