



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.



WORK EXPERIENCE

Lead Software Engineer

Since December 2015

Chumly - Santa Monica, CA - As the founding Lead Software Engineer, developed innovating marketing tools used to promote apps, softwares, services, and social profiles, through curated content. Wrote both the API and the website.

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. Developed software automation systems making Fanly the largest syndication provider of sports content on the most popular social networks. Heavily participated to the UI and UX of the mobile Apps. Wrote every bits of code (both apps, websites, tools, bots, ...).

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.

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.

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

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

Others

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