Melvin Laplanche

FULL STACK ENGINEER

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.

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 features for the REST API. Worked on writing the documentation of our system, Improving the global performance and the security of the API, and creating tools to simplify and automate recurring actions.

Technologies used : *Go, Docker, MySQL, AWS, S3, EC2, SQS, Elastic Search, Redis*

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

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

- 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