

Brea, California



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# Louis Orleans

**Full Stack Software Engineer** – Throughout my career as a software developer I've focused on developing scalable and well documented code. I enjoy working collaboratively but can also run with projects on my own. Excited about the prospect of joining a product-driven company like yours.

## SKILLS / TOOLS

**Angular, Flutter, React,**  
HTML5 / CSS3,  
**Node.JS,** Deno, Ionic,  
**Docker / Containers,**  
Ansible, **Firebase,** Flux /  
Redux, LoopBack, AWS,  
Embedded Systems, CI,  
CD, Electron, Android,  
Unity3D, PostgreSQL,  
MongoDB, Git,  
Photoshop, AutoCAD,  
Fusion 360, Laser  
Cutting, **3D Printing**

## LANGUAGES

**TypeScript,** JavaScript,  
**Dart,** SASS, **Ruby,** Go,  
Bash, Java, Python,  
Swift, C++, C#, SQL

## EDUCATION

**Fullerton College**  
Computer Science (2015)  
Fullerton, CA

## EXPERIENCE

### Co-Founder, Flawless Execution

Brea, CA – 2020 - Present

- Design & develop ecommerce platform to purchase in-game items for the Destiny 2 video game
- Interview and hire international partners to procure in-game items to sell
- Actively build and maintain front end mobile and desktop website using Angular
- Strive to reduce operating costs in our Firebase backend

### Freelance Software Developer

Brea, CA – 2018 - 2020

- Updated and modified existing internal tools for local small businesses using Angular, Flutter, and NodeJS
- Built and maintained reliable and secure multi-tenant servers using OpenSUSE, Docker, Ansible, ZFS, BTRFS

### Senior Software Engineer, Castifi

Irvine, CA – 2016 - 2017

- Architected and implemented casting and on-set management platform for film background actors
- Built web app, Android app, iOS app with Ionic / Angular 4
- Built backend with Express / LoopBack
- Implemented unit testing and continuous integration via Travis CI
- Deployed with AWS, Heroku
- Contributed to [Ionic](#), [Cordova](#), [Ionic Native](#), [LoopBack plugins](#), [DefinitelyTyped](#), and other open source projects.

### Head of Software Engineering, Edyza, Inc

Irvine, CA – 2016 - 2017

- Developed backend and frontend software for sensor platform
- Data visualization, analytics, and hardware actuation based on sensor data.
- Designed physical packaging for shipping sensor nodes with AutoCAD.

### Software Engineer, Productive Programming Inc.

Placentia, CA – 2015

- Developed a wide array of projects, including Windows desktop applications, Android apps, web apps, and command line applications.
- Provided system testing for other projects.

## PROJECTS

### App, Butterfly Reader for Hacker News

Brea, CA – 2018 - present

Fast, simple Hacker News client. [Open source](#), built with Flutter. [On Google Play Store](#). Contributed to [Flutter library](#) & [plugins](#).

### Android app, Home for Cardboard, for Google Cardboard

Brea, CA – 2014 - 2016

An alternative home screen to be used with VR headsets, such as Google Cardboard. Enables users to play games without the need to constantly remove it from the headset. Over 35,000 users, with 100+ daily downloads. [Open source](#).

### Android app, Sole Champion Mobile Game

Brea, CA – 2014

Developed an augmented reality game. Player places a card on table, which their phone recognizes, and renders the game on top of their table. Players can then move their phone for any other view of the game. [Open source](#).

## AWARDS

### 1st place project at HackUCI

UCI, CA – 2015

### 1st place overall at Citrus Hacks

UCR, CA – 2015

### 1st place at LA Hacks 2015 Civic Hack Category

UCLA, CA – 2015

### 1st place in Cal Poly Cyber Security Competition

Cal Poly Pomona, CA – 2013

### Fullerton College Honors Student

Fullerton College, CA – 2014 - 2015