

EVAN PLAICE

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Mid-Level Full-Stack Developer (2+ years FTE, 8+ years OpenSource). Specialities: Networking, Parsing, Application Development. Former, Flight Simulator IO specialist, Military Logistics Specialist, Telecomm Tech Lead. Open Source Software Enthusiast. Problem solver. Leader when necessary. Accustomed to, working on small specialized teams, interfacing with customers, quickly adapting to a new technologies, and working on the bleeding-edge.

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SKILLS

Languages	Javascript ES Typescript HTML5 CSS Python C# PHP BASIC Profanity
Frontend	React Angular Angular.js jQuery Bootstrap Semantic-UI
Backend	Node.js Express Symfony BoltCMS WebApp2
Database	SQL MSSQL MySQL Doctrine NoSQL MongoDB Mongoose DataStore
DevOps	Docker Puppet AWS GCloud
Automation	Bash NPM Webpack Vagrant Puppet Grunt
QA/Testing	Jest Selenium Tape Mocha Chai NUnit JSUnit JUnit
Design	Photoshop Illustrator Mockups Logo-Design
Cloud	AWS EC2 S3 Route53 IAM gCloud AppEngine



EMPLOYMENT

Field Service Representative, Strike Group LLC.

West Coast representative for MARCORSYSCOM Combat Camera. Providing logistics and support.

- Fielded, tracked, and supported \$5+ million in military hardware
- Support 11 Combat Camera units across 6 military installations
- Acted as regional SME for the TIPS (Tactical Imagery Production System)
- Provided onsite support 3 field exercises
- Hosted of semi-annual training evolutions for the TIPS
- Certified Xerox MFD field technician
- Setup and trained coworkers to use S3 for monthly distribution of OS images
- Authored an automation suite for Excel->PDF form filling
- Designed and maintained company website

Military Logistics Training Networking Field-Support Xerox-Certified

Electrical Design Technician/Software Developer, Joel Plaice and Associates Inc.

Hacking on commercial full flight aircraft simulators for fun and profit.

- Design/implement various avionics and aircraft systems updates incl, EGPWS, TCAS, TAWS, glass, analog, etc
- Full Stack development of a website + inventory DB using a LAMP stack
- Full lifecycle product design/architecture/development of multi-touchscreen interface using C#/MSSQL
- Designed and implemented a custom layer2 networking protocol
- Partnered on many projects with Rotran Ltd, packing/installing/relocating and FAA certifying various Full Flight Simulators

Hardware Electrical Design Implementation Rigging Installation Software Development Architecture Integration



PROJECTS

Author, [absurdum](#) (OSS)

A collection of functional operators implemented using only reduce
Javascript ES Functional

Author, [node-ftp sync](#) (OSS)

Intelligent file synchronization over FTP

- One-command incremental synchronization
- Grunt wrapper (grunt-ftp sync) available
- Published to NPM

Node.js JsFtp Mocha Chai Git

Author, [jquery-csv](#) (OSS)

The first RFC 4180 complete lexer/parser for Javascript. Migrated from Google Code.

- 500K+ downloads
- Efficient hand-rolled DFA parser
- Published to NPM, Bower, CDNJS, Maven, Ruby Gems

Javascript QUnit Mocha Chai Mercurial Git

Contributor, [SharpPcap/Packet.Net](#) (OSS)

Fully managed, cross platform (Windows, Mac, Linux) .NET library for capturing packets

- Implemented/revised various networking protocols
- Added additional unit and performance tests
- Added additional examples
- Updated documentation via CodePen

C# Mono WinPcap LibPcap NUnit Git Subversion

Co-Developer, Replacement Instructor Operating Station (Proprietary)

A mission critical multi-touchscreen interface for commercial flight simulators.

- First full lifecycle greenfield product development
- 250K in revenue
- Architect of all systems, components, IPC, and network communications
- Specified, assembled, configured, custom hardware incl hot/cold spares for redundancy
- First turnkey hardware product implementation
- Successful acceptance - 90 days @ 99.9% uptime

Hardware Software Design Networking Architecture Integration C# MSSQL Subversion MediaWiki