

# EVAN PLAICE

[evanplaice@gmail.com](mailto:evanplaice@gmail.com) 7203152863 [evanplaice.com](http://evanplaice.com)

Mid-Level Full-Stack Developer (2+ years FTE, 8+ years OpenSource). Specialties: 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.

---

</>

## 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

### **JavaScript Engineer, [Coder Inc.](#)**

Worked (100% Remote) on the FrontEnd team to implement features for the Editor (Monaco/Typescript) as well as the website FrontEnd (React/Typescript/Mobx).

- Implemented many of the visual designs represented in the production app
- Greatly improved the system for serialization/deserialization of global application state
- Implemented the foundations of a plugin framework for 3rd party modules
- Contributed solutions for many pain points ex. svg loading, bundle size, scss standardization/performance, etc.
- Fixed a regular stream of bugs as well as wrote unit tests (karma) and co-developed the scaffold for E2E testing (selenium)
- Worked through the earlier disorganized stages through the initial production launch

Software FrontEnd Typescript React Agile Startup

### **Electrical Design Technician/Software Developer, Joel Plaipe 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-ftpsync](#) (OSS)**

Intelligent file synchronization over FTP

- One-command incremental synchronization
- Grunt wrapper (grunt-ftpsync) 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