Samuel Frost

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WORK EXPERIENCE

Goals inc. - *Freelance System Engineer*   April 2025 – Oct 2025

- Developing features for a supply chain management and business analytics system using a **modular monolith** ruby on rails application as part of a **multi-service architecture** primarily working with **Ruby on Rails** and **React / TypeScript**
- Automating data maintenance tasks with **AWS step functions** and **glue**, including working with **S3** and **Athena**

SmartHR - *Freelance System Engineer*   Sep 2024 – Dec 2024

- Developed **end-to-end** features for human resource software using a **multi-service architecture** primarily working with **Ruby on Rails** and **React / TypeScript**
- Wrote and modified automated **tests** using **RSpec** and **Storybook**
- Produced **design** documents and work estimations for new features/tasks
- Created feature usage analytic queries/charts with **Redash**
- Measured system optimization impacts with **Google Cloud SQL Analytics**

Gakken Leap - *Freelance System Engineer*   Dec 2023 – Sep 2024

- Developed **end-to-end** features for online learning platform using a **multi-service architecture** primarily using **Ruby on Rails** with **Hotwire / Stimulus**
- Wrote and modified automated **tests** using **RSpec** and **FactoryBot**
- Enhanced **developer and operations** experience via **Docker** configurations

i-Cubed systems - *System Engineer*   Jun 2021 – Jul 2023

- Developed features and bug fixes as part of an **agile/scrum** team for a leading **mobile-device management** solution in Japan using **Ruby on Rails**, **Vue.js**, **MongoDB**, **MySQL**, **Docker**, **Kubernetes**, and a variety of **ruby** gems and **JavaScript** libraries
- Designed and managed systems around a **multi-service architecture** with interdependent servers written with **ruby** and **Node.js** containerized via **Docker**
- Wrote maintainable tests using **RSpec** and **FactoryBot**

e-Grid - *System Engineer*   Jun 2018 – April 2020

- Developed features for an electronic-engineer-oriented website using **Ruby on Rails** as part of a 10 person **agile team** for a ￥**4B+ organization**
- Managed **Virtual Machine** development environments using **Vagrant** and **EC2, Linux, AWS, MySQL (MyISAM, InnoDB, mroonga)**

Real Estate Development - *Self employed*   Jun 2016 – Oct 2017

- Hired and worked alongside contractors to complete construction projects

Support Agent - *Pole To Win International*   Mar 2015 – Oct 2015

- Handled 30-80 customer inquiries per day related to product content and technical issues

EDUCATION

University of Texas at Austin   Aug 2012 – Dec 2014

Graduated with a BA, Asian Cultures & Languages with a focus in Japanese language
Minor: Business

OTHER PROJECTS

Game footage analyzer (Python)
- A simple python program to process game footage

Calendar scheduler (Ruby on Rails)
- A solo/personal project to make an automated scheduling service using ruby on rails

Training interns (Ruby on Rails, Vagrant, html/javascript)
- Taught two Japanese interns with no prior programming experience to be able to understand and make use of html, javascript, css, ruby, the majority of the core features of ruby on rails (models, views, controllers, migrations, table relations), and basic console commands.

Small web API (PHP)
- Developed an API for recording data from a network of monitoring devices with a website interface for users to further process the data.

Video game macro (Pascal)
- Developed player emulating macros to produce in-game currency on a popular MMORPG. The macros were developed with Pascal. I created screen interpreting and bot detection avoidance capabilities using pixel position and color values. The bots produced in-game currency at approximately 400% the average rate of a typical veteran player, and approximately 1000% of other popular macros available at the time.

Portfolio (Progressive Web Application / Single Page Application)
- A playground for me to experiment with the latest web technologies. While I haven't really touched this for a few years, it follows PWA guidelines given by Google's web.dev and other industry leaders at the time of development.
  https://samuelfrost.github.io/portfolio/

RELEVANT INFORMATION

Proficient software skills: *Git, Ruby on Rails, JavaScript & TypeScript, SPA(single page application) and web component development, React, HTML, CSS, rollup, Node Package Manager, Python, PHP, C#, Pascal, Linux, AWS, Azure cloud services, Google cloud services, elasticsearch / kibana, EC2, Docker, kubernetes(basics), MongoDB, DynamoDB, PostgreSQL, MySQL, SQL, Groonga, Vagrant (Virtual Machine Box management), Google SketchUp (CAD program / 3d modeling), blender, Unity*

Notable experience with Ruby on Rails adjacent technologies/gems: *Blueprinter, Google Cloud Storage, ActiveRecord Multi-Tenant, Brakeman, Seed-fu, Ridgepole, Ransack, Kaminari, AWS SDK (CloudFront, S3, Firehose, Athena), Closure Tree, Sentry-Rails, Stimulus-Rails, Capybara, RuboCop, Bullet, FactoryBot, RSpec, Hotwire, Stimulus, committee, active-record bitemporal*

Languages: English (Native), Japanese (Fluent speaking & listening / Business level reading & typing; All ~7 years of work experience in Japan has been with Japanese monolingual companies/teams.)

About me: As an engineer, I have a passion for improving the developer experience. I have internalized many business, and design/coding best practices– notably however, I prefer practicality over rigid adherence to rules. When I am given a lighter workload I tend to spend the time looking into ways to improve security, performance, or usability of the project.
I enjoy talking about technical and complicated topics; given free time with colleagues I often find myself organically collaborating with them on their tasks, projects, or training.
Check out my github or linkedin pages for more information about me:
https://github.com/SamuelFrost
https://www.linkedin.com/in/samuel-frost-0a8711a3/

Work eligibility: US Citizen. Working visa in Japan (Engineer / Specialist in Humanities / International Services).