Simon Frost

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WORK EXPERIENCE

Oct 2014 - Present: **Blacklane GmbH** - Berlin

Frontend Developer

- ▶ Javascript, HAML, SASS, Ruby on Rails, Gulp, Browserify
- ▶ Your Proffesional Driver

Shortly after I joined the second version of the website was deployed where I helped with final changes related to design and functionality in AngularJS and Rails. Afterwards I continued to make improvements and reinforcements to booking, ride overview listings, ratings, and other static pages.

More recently I worked on the corporate portal which provided a set of features and pages aimed at customers that booked rides at a higher capacity. This required constant collaboration with product managers, UX, and other developers.

Feb 2012 - Feb 2014: **Telogis** - New Zealand

Full Stack Developer

- ▶ Javascript, C#, Powershell, SQL
- ▶ Route Delivery Optimization and Logistics

At Telogis I worked on the interface and backend for a Travelling Salesman Problem solver. The product integrated tightly with multiple different services such as a real-time fleet tracker.

I worked throughout the stack from the client in Ext JS and Silverlight, to the backend in C#, and powershell to automate tasks. I also helped in recruiting by giving employer presentations and attending job fairs.

Nov 2011 - Feb 2012: **HITLab, University of Canterbury** - New Zealand

Game Developer

- ▶ Javascript, C#, Unity3D
- ▶ Effective Design Processes for Educational Computer Games

At the HITLab (Human Interface Technology Laboratory) I obtained a scholarship and worked with a PhD student to develop a prototype game that taught players about geothermal energy - it's applications and methods of harnessing. I scripted interactions and events with C# and javascript.

The game won an internationally recognized award, where you can find more information about here: `http://www.comsdev.canterbury.ac.nz/rss/news/?feed=news&articleId=443`

Feb 2010 - Feb 2013: **Property Manager** - New Zealand

Local Liason for Frost Family Trust

- ▶ First point of contact
- ▶ Earthquake repairs correspondent
- ▶ Tenant acquisition

As a property manager I was responsible for operations related to a small selection of apartments. In February 2012 a fairly serious earthquake also tasked me with arranging repairs, relaying information to and from tenants, and dealing with insurance claims.

PERSONAL PROJECTS

Awkward Turtle (https://play.google.com/store/apps/details?id=awkwardturtle.frostapplications)
- ▸ Novel Android application with 15,000 downloads

The Certified Organic, Vegan Sequetron 5000 (https://github.com/ashokfernandez/MidiHack2015)
- ▸ Basic step sequencer in iOS for 'Midihack' Hackathon

Rainbow Slice (https://www.rainbowslice.com)
- ▸ WebGL video game made with Three.js and Node.js

Merry Beats 3D (https://github.com/SimonHFrost/merry-beats-3d)
- ▸ 3D Step sequencer based on ableton.com/merry-beats

EDUCATION

BSc in Computer Science - Three Years (Feb 2009 - Dec 2011)
- ▸ University of Canterbury, New Zealand
- ▸ Algorithms, Data Structures & Software Development
- ▸ Java, Javascript, Android, Python, C#

SUPPLEMENTAL EDUCATION

CodeSchool.com
- ▸ Anatomy of Backbone.js
- ▸ Real-time Web with Node.js
- ▸ Rails for Zombies Redux

Coursera.org
- ▸ Functional Programming
- ▸ Heterogeneous Programming
- ▸ Introduction to (Musical) Improvisation

COMMUNITY

Meetups
- ▸ Co-organizer for 'Berlin Hack and Tell' meetup
- ▸ Attendee of Ableton User Group, Berlin Web Audio, Berlin.js
- ▸ Support in Employer sponsored meetups - Clojure, Ruby, Go, Rust

Events
- ▸ Conferences - JSconf.eu, JSConf.bp, JSUnconf
- ▸ Hackathons - Node Knockout, Global Game Jam, Lundum Dare

INTERESTS

Music
- ▸ Digital Music Production
- ▸ Trumpet
- ▸ Music Festivals and Concerts

REFERENCES

Character and performance references supplied on request.