Simon Frost

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WORK EXPERIENCE

Telogis (Feb 2012 - Feb 2014)

Route Team

- Route Delivery Optimization and Logistics
- Conducting Interviews and Presentations
- C#, Javascript, Powershell, SQL

HITLab - Educational Computer Games (Nov 2011 - Feb 2012)

Research Assistant

- Effective Design Processes for Educational Computer Games
- Scripting, Modelling and Design
- C#, Javascript, Maya

Property Manager (Feb 2010 - Feb 2013)

Local Liason and Management for Frost Family Trust

- First Point of Contact
- Earthquare Repairs Correspondent
- Tenant Acquisition

PERSONAL PROJECTS

LaunchCloud

Backbone.js project utilizing Chrome Midi and SoundCloud API's

Rainbow Slice

WebGL video game made with Three.js and Node.js

Awkward Turtle

Android application with 15,000 downloads made with Java

EDUCATION

BSc in Computer Science (Feb 2009 - Dec 2011)

- University of Canterbury, New Zealand
- Algorithms, Data Structures & Software Development
- Java, Web, Android, Python, C#

Burnside High School (Jan 2004 - Dec 2008)

- Burnside, New Zealand
- Multimedia, Computer Hardware and Security, ICT
- Calculus, Physics, English

SUPPLEMENTAL EDUCATION

CodeSchool.com

- ▶ Anatomy of Backbone.js
- ▶ Real-time Web with Node.js
- ▶ Rails for Zombies Redux
- ▶ Git Real

Coursera.org

- ▶ Functional Programming
- ▶ Heterogeneous Programming
- ▶ Introduction to (Musical) Improvisation

INTERESTS

Programming

- ▶ Personal Projects
- ▶ Conferences and Meet-ups
- ▶ Global Game Jams and 'Hackathons'

Music

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

General

- ▶ Learning German and Spanish
- ▶ Board Games
- ▶ Reading

REFERENCES

Character and performance references supplied on request.