

# Simon Frost

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## WORK EXPERIENCE

### **Blacklane** - One Year (Oct 2014 - Present)

Software Engineer

- ▶ Implementing Version II of blacklane.com, corporate portal
- ▶ Working with designers, stakeholders and other development teams
- ▶ Javascript, HAML, SASS, Ruby on Rails, Gulp, Browserify

Shortly after I joined Version II 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 engineers.

### **Telogis** - Two Years (Feb 2012 - Feb 2014)

Software Engineer

- ▶ Route delivery optimization and logistics
- ▶ Conducting interviews and presentations
- ▶ Javascript, C#, Powershell, SQL

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 employee presentations and attending job fairs.

### **HITLab - Educational Computer Games** - Three Months (Nov 2011 - Feb 2012)

Software Engineer

- ▶ Effective design processes for educational computer games
- ▶ Scripting, Modelling, Design
- ▶ Javascript, C#, Unity3D

At the HITLab I worked with a PhD student to develop a prototype game that taught players about geothermal energy - it's applications and methods of harnessing it. 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>

### **Property Manager** - Three Years (Feb 2010 - Feb 2013)

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](https://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
- Assistance 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.