

Simon Frost

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WORK EXPERIENCE

Feb 2016 - Present: **Number26 - Berlin**

Frontend Developer

- Javascript, Backbone, AWS
- Banking but better

At Number26 I developed features and fixed bugs for the web application which served around 30,000 page views a day. There was also a strong focus in improving code quality and tooling, as the project changed from outsourced development to being managed inhouse.

Features I worked on included a bank account switching service, a transaction screen redesign, and overdraft functionality.

I worked with Kanban in feature teams which contained web developers, product managers, designers, mobile developers, and backend developers.

Oct 2014 - Jan 2016: **Blacklane - Berlin**

Frontend Developer

- Javascript, AngularJS, Ruby on Rails, Gulp, HAML, SASS
- Your Professional Driver

At Blacklane I assisted with the release of the second version of the website which served over 5000 page views a day.

I continued to make improvements related to booking, ride listings, ride ratings, and other static marketing related pages.

The main feature set I worked on was a corporate portal which provided features targeted towards enterprise 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 with Ext JS and Silverlight, to the backend with C# SQL and powershell to automate tasks. I also helped in recruiting by giving employee 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 'Student Award', more information can be found here: <http://www.comsdev.canterbury.ac.nz/rss/news/?feed=news&articleId=443>

Feb 2010 - Feb 2013: **Frost Family Trust - New Zealand**

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

PERSONAL PROJECTS

Rainbow Slice (<http://www.rainbowslice.com>)

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

Merry Beats 3D (<http://simonhfrost.com/merry-beats-3d>)

- ▶ 3D Step sequencer based on ableton.com/merry-beats

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

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
- Music Festivals and Concerts
- Playing Trumpet

REFERENCES

Character and performance references supplied on request.