

# Simon Frost

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## WORK EXPERIENCE

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

Software Engineer

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

At Blacklane I was one of the main engineers improving booking and sections of the website where users performed tasks daily. Shortly after I joined, Version II of the website was deployed where I made last minute changes related to design and functionality.

Afterwards I continued to make improvements and reinforcements to booking, ride overview, rating, and other static pages. I worked mostly with Javascript, HAML, and SASS in the front-end, and ruby in the backend.

When the website was stable and effective I worked on the corporate portal which provided a set of features aimed at businesses that booked rides at a higher capacity.

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

Software Engineer

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

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

Software Engineer

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

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

Local Liason for Frost Family Trust

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

## 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, Web, 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 Usergroup, 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

### **General**

- Learning German
- Board Games
- Reading

## REFERENCES

Character and performance references supplied on request.