

# 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 Professional 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 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
- ▶ Trumpet
- ▶ Music Festivals and Concerts

## REFERENCES

Character and performance references supplied on request.