

Simon Frost - Frontend Engineer

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I excel in delivering frontend technical solutions while improving code quality to reduce future development complexity. I have over six years of professional experience as a software engineer, specialising as a frontend engineer.

Being a good frontend engineer is more than just writing good code. Communicating effectively, identifying invalid assumptions, and choosing the right tools are all essential skills I've learned that minimize risk and maximize efficiency.

Work Experience

Planet (freelancer)

Feb 2017 - Nov 2017 (9 months)

At Planet I improved and maintained the frontend of an administration tool that managed imagery captured daily by more than hundred micro satellites. Features I worked on included access management tooling, report viewing, report generation, and implementing two factor authentication.

N26

- › Feb 2016 - Nov 2016 (9 months)
- › Berlin, Germany
- › Frontend Engineer
- › Javascript, Backbone, SASS, Gulp

At N26 I improved and maintained a banking application which served over 500,000 views a month.

Features I worked on included a transaction screen redesign, overdraft functionality, premium card ordering, and migration to the new licenced bank.

There was a strong focus on rapid feature deployment while improving code quality and tooling as the project was taken over from a contractor. There was also a high focus on design and UX while collaborating with a team of talented designers, product managers and other engineers. I removed more lines than added in the codebase, as a sign of my commitment to improve code quality by minimizing code duplication and introducing best practices.

Blacklane

- › Oct 2014 - Feb 2016 (1 year 4 months)
- › Berlin, Germany
- › Frontend Engineer
- › Javascript, AngularJS, Ruby on Rails, Gulp, HAML, SASS

At Blacklane I improved and maintained the second version of a limousine booking application which served over 30,000 views a month.

Features I worked on included a corporate portal, enhancements to the booking form, ride listing improvements, ride ratings, and static marketing/SEO related pages.

Blacklane received Tech5's 'Fastest growing startup in Germany' in 2015, which meant that I was heavily involved in adapting our development methodology as the company grew and transitioned to Scrum. I also evaluated and implemented core technologies such as AngularJS, and the introduction of Gulp.

Telogis

- › Feb 2012 - Feb 2014 (2 years)
- › Christchurch, New Zealand
- › Full stack Engineer
- › Javascript, C#, SQL, PowerShell

At Telogis I improved and maintained the interface and backend for a traveling salesman problem solver. The product was used by numerous large American companies such as Coca-cola and Ford, and has since been acquired by Verizon.

Features I worked on included a route templating system, routing algorithm memory optimziations, user modification tooling, and testing improvements such as the introduction of BDD.

The product was mathematically technical so I worked alongside talented PhD and Masters graduates. Working as a full stack developer as my first position outside of University was great exposure to a range of different technologies and disciplines.

HITLab

- › Nov 2011 - Feb 2012 (3 months)
- › University of Canterbury, Christchurch, New Zealand
- › Game Developer
- › Javascript, C#, Unity3D

At the HITLab (Human Interface and Technology Laboratory) I obtained a scholarship and worked with a PhD student to develop a prototype game that taught players the application and methods of harnessing geothermal energy.

Features I worked on included the initial creation of the project, scripting with objects and NPCs, environment creation, and sequencing of models and animations.

The focus of the project was to identify aspects that enhance learning such as the concept of 'flow' which is a state between being overwhelmed and underwhelmed and consequently feeling engaged to learn. The game won an internationally recognized student award.

Personal Projects

Orbital Cleanup - Node Knockout 2015

- › A web prototype game made in 48 hours which won third place for design
- › <https://www.youtube.com/watch?v=kq-ni8MYypA>
- › <https://github.com/nko5/bits-und-d-ner>

Awkward Turtle

- › Android 'interesting fact' application with 15,000+ downloads
- › play.google.com/store/apps/details?id=awkwardturtle.frostapplications

The Certified Organic, Vegan Sequetron 5000

- › Basic step sequencer in iOS for 'MidiHack' Hackathon
- › github.com/ashokfernandez/MidiHack2015

Many more scripts and hobby projects at...

- › github.com/simonhfrost

Education

BSc in Computer Science

- › 2009 - 2011
- › University of Canterbury, New Zealand
- › Java, Javascript, Android, Python, C#

Supplementary 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

- › Organizer of Berlin Hack and Tell Meetup for three years
- › Attendee of Berlin.js, Ableton User Group, Berlin Web Audio
- › Support in Employer sponsored Meetups - Clojure, Ruby, Go, Rust

Events

- › Conferences - Socrates DE, JSCraftCamp, JSConf EU
- › Hackathons - Node Knockout, Global Game Jam, Lundum Dare

Digital Rights and Security

- › EFF (Electronic Frontier Foundation) Silicon Member
- › KIWICON (NZ hacker conference) attendee
- › DEFCON (US hacker conference) talk watcher
- › Supporter of user privacy and anonymity
- › Net neutrality advocate