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Sam Frances

Experienced software engineer with with solid abilities in frontend and backend web development. I enjoy pushing myself to master new languages, frameworks, design patterns and programming paradigms.

Work Experience

2021-current Senior Software Engineer, Cydar Medical

2017–2020 Front End Software Developer, Cydar Medical

- Member of development team for a growing medical SaaS company, providing cloud-based fusion imaging for surgical guidance.
- Created front-end of a project to allow clinicians make adjustments to aorta overlays during endovascular procedures. Implemented using Redux, Typescript, Jest and Python.
- Assisted with the design of an overhaul of Cydar's internal content-addressable storage service. Prototyped
 a "shared streams" mechanism allow more efficient downloads when multiple clients access the same files
 concurrently, using Python, Asyncio, Aiohttp and Boto.
- Worked on front-end and API endpoints for "Dynamic Morphology Correction" feature, using Typescript, Three.js, Python, Tornado and JSON-Schema.
- Led development of a cloud-based solution for presenting native 3D accelerated software in the browser.
- Architected and managed the rewrite of a microservice to orchestrate scaling of large pools of EC2 GPU workers, including a web-based control GUI, an improved incremental scale-down system, and greater reliability.

2016–2017 Junior Front End Developer, Cydar Medical

Side Projects

February 2019 Rejection App, github.com/samfrances/rejection

o Frontend application built in TypeScript and React, and using the useState and useReducer hooks.

February 2019 C++ Two-Player Snake Clone, github.com/samfrances/CppND-Capstone-Snake-Game

• An SDL-based two-player snake clone, developed using modern C++ techniques.

November C++ System Monitor App, github.com/samfrances/CppND-System-Monitor-Project-Updated

A simplified htop clone for monitoring a linux operating system.

• Developed in a test-driven manner using GoogleTest and GoogleMock.

April 2016 Kalah Game API, github.com/samfrances/udacity-kalah

Created an API for Kalah, a turn-based two-player "count and capture" board game.

Written in Python using Google App Engine, Cloud Endpoints and Datastore.

February 2015 Udacity Movies Website, github.com/samfrances/udacity-movies-website

- o Single-page app to display information from the OMDb API, and combine with related trailers from Youtube.
- o Combined both front- and back-end technologies, including Python, Bootstrap, JQuery, WSGI, HTML5.

Certifications and Professional Development

2019–2020 **C++ Nanodegree**, *Udacity*, confirm.udacity.com/7DDGS6J2

2018 JavaScript Foundations, DevAnywhere.io, credential.net/a796d867-1324-4698-bdb1-9f678cff402b

2016 Front-End Web Developer Nanodegree, Udacity, confirm.udacity.com/QJCGFPED

2016 edX Computer Science, HarvardX

o CS50x Introduction to Computer Science, courses.edx.org/certificates/77c3400beb254e21a843faf77a20b518

2015–2016 Full Stack Web Developer Nanodegree, Udacity, confirm.udacity.com/XD5UH24D

2015 LINX Accredited Internet Technician 1, Systems & Network Training

Education

2009–2010 M. A. Linguistics, University College London

2006–2009 B. A. Philosophy, King's College London