

Tom Harding

Software engineer. He / him.

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I'm looking for challenging roles in companies that solve difficult problems. I particularly enjoy data science, machine learning, and simulation. Anything involving a lot of head-scratching.

I'm a climber and cyclist. I love linguistics, maths, and music. I'm a mentor, speaker, and writer. I own too many house plants.

Projects

github.com/i-am-tom/higgledy

An attempt to simplify the higher-kinded data design pattern in Haskell using datatype-generic and type-level programming to remove boilerplate code.

github.com/i-am-tom/holmes

An implementation of current research in the fields of propagators and constraint-solving, with a focus on accessibility to programmers new to these topics.

github.com/i-am-tom/haskell-exercises

A set of workshops and exercises designed to introduce teams to some advanced GHC features.

Writing

tomharding.me/fantasy-land

A series of blog posts exploring (Haskell-style) functional programming in JavaScript.

tomharding.me/dependable-types

An introduction to dependent types in Idris, building up to a correct-by-construction implementation of the simply-typed lambda calculus.

2017 Lead Engineer, Habito

Building a digital mortgage broker with a PureScript front end and Haskell back end, using event-sourcing and CQRS to persist and retrieve data from PostgreSQL.

Initially joined as an engineer, but became a manager for the front-of-house engineers after a year at the company, then later moved into a tech lead role with a focus on growth and acquisitions, building several standalone apps and APIs. Worked extensively with the design and product teams daily, as well as marketing, PR, and partnering companies. Organised the engineering talk schedule, wrote and ran engineering workshops, provided one-to-one mentoring with several juniors, and coached colleagues through their first conference talks.

2016 Engineer, Flourishzone

Designing, specifying, and building an API for a learning platform on top of Neo4j and GraphQL. Joined as the second engineer in the company, working with an app developer to build prototypes for fundraising. After the initial API was developed, the majority of the work was a system to offer recommendations to a user based on the skills they were training.

2015 Founder, Digital Natives

Setting up a non-profit company through which to run campaigns and work with charities and non-governmental organisations. Established the company as a way to offer consulting services to charity organisations around marketing, PR, social media and technology.

2013 Developer, Mayden

Worked as part of a team building a patient management system for the NHS mental health programmes. Worked with full-stack code and ETL systems, led large-scale refactoring efforts throughout the legacy codebase.



Student, University of Bath

Computer Science, 1st Class (Hons)

References available upon request.