# **Thomas Britton**

Full Stack Developer

(React / Javascript / Java / Spring / Python / Django / PostgreSQL)

With over a year of experience as a full-stack developer, at CodeClan, Dufrain, and building personal projects. I have gained valuable skills in **web development**, **data analysis**, **testing**, and **debugging** using various technologies, such as **React**, **Python**, **Java**, **Spring**, **Django**, **PostgreSQL**, and **MongoDB**.

React - Spring is my go to combo, but I like a bit of Django for my servers too. I manage my states with Redux-Toolkit, and style my pages with Styled-Components.

# RELEVANT EXPERIENCE

Full-Stack Developer - Dufrain Jan 2023 - July 2023

Created a polished application using **React**, and a **Django** Server delivering a fully functional front-end, integrated seamlessly with Dufrain's database.

Implemented secure server authentication using **JWT tokens**, secured in the front-end using **RTK query**, with automatic re-auth.

Created a library of front-end components using **Styled-Components**, and **ReCharts** and state management using **Redux-Toolkit**.

Trained two analysts on the use of the developed tools and components.

# **PROJECTS**

# Rogue Bookings — Javascript/React/Java/SpringBoot

An all in one business management platform that handles a booking system, staff management such as rotas and customer management such as payments, reviews, and calendar.

Front-End Repo - <a href="https://github.com/Grilo16/RogueBookingsClient">https://github.com/Grilo16/RogueBookingsClient</a>
Back-End Repo - <a href="https://github.com/Grilo16/RogueBookingsServer">https://github.com/Grilo16/RogueBookingsServer</a>
Live project - <a href="https://grilo16.github.io/RogueBookingsClient">https://grilo16.github.io/RogueBookingsClient</a>

# Ducky's Revenge 3D— Javascript/React/React-Three-Fiber

A 3D shooter game with virtual game console and interactive buttons, all game assets were made using 3D Studio Max and console assets using figma and button animations using styled-components.

Game Repo - <a href="https://github.com/Grilo16/client-duckys-revenge-3d">https://github.com/Grilo16/client-duckys-revenge-3d</a> Live project - <a href="https://www.duckydomain.com">https://www.duckydomain.com</a>

# Ducky's Revenge — Javascript/React/Styled-Components

A React top down mini-game shooter with map creation capabilities.

Github Repo: <a href="https://github.com/Grilo16/DuckysRevengeGitHost">https://github.com/Grilo16/DuckysRevengeGitHost</a> Live project: <a href="https://grilo16.github.io/DuckysRevengeGitHost">https://grilo16.github.io/DuckysRevengeGitHost</a>

#### **CONTACT**

tom.jf.britton@gmail.com (+44) 7402-921-531 Edinburgh

www.tom-britton.com

github.com/grilo16

linkedin.com/in/tom-if-britton/

#### **SKILLS**

# **Programing Languages**

JavaScript, Java, Python, HTML, CSS, SQL

#### Libraries & Frameworks

React, Spring Boot, Django, Django-Rest-Framework, Express, Nodemon, Styled-Components, React-Three-Fiber, Redux-Toolkit

### **Tools & Platforms**

Git, GitHub, Azure, DBeaver, Insomnia, PostgreSQL, Figma, 3D Studio Max.

#### **EDUCATION**

# CodeClan

Software-development Boot camp.

Harvard-Edx Cs50

Introduction to Computer Science.

Harvard-Edx Cs50P

Introduction to Programming with Python.

### Oxford Brookes University

Bachelor of Science in Biomedical Sciences.

# **PERSONAL INTERESTS**

Maths, Quantum Physics, Computer Science, motorcycles, ducks.