

Mark den Toom



Full stack software engineer

Self-taught developer with a knack for conceptualizing and delivering elegant, user-friendly solutions effectively and efficiently. Armed with an exquisite eye for detail and an extensive understanding of end-to-end SDLC and cloud computing.

Skills

Frontend: ReactJS, TypeScript, MobX, JavaScript, HTML5, CSS3, Bootstrap

Backend: Django, Django REST, Python

Database: PostgreSQL, SQL language, SQLite

Versioning & other: Git, Bitbucket, GitHub, Jira, Confluence, Trello

Languages: Native Dutch, Native English

Experience

Full stack developer

August 2020 – Present

ISPnext | merged with VendorLink

's-Hertogenbosch, the Netherlands

- Developed automated invoice processing SaaS product that handled up to 700,000 invoices per year software in a team of 14 developers using agile methodology.
- Built, used, and maintained over 30 open and closed source projects including an instance deployment manager, a workflow language, and a MobX form library.
- Piloted a team of 7 in the conception of a POC for a new e-procurement product which is projected to have its initial release after roughly 6 months of development.

Used ReactJS, TypeScript, MobX, JavaScript, Django, Django REST, Python, PostgreSQL, SQL, Git, Bitbucket, GitHub, Docker, Kubernetes, Redis, Sentry, Grafana, and Postman.

Documentalist

March 2019 – April 2020

The Medical Export Group

Vuren, the Netherlands

- Created scripts to automate repetitive tasks and designed user instructions for them, reducing routine document management time cost by ~95%.
- Built python-based mailing system that fully automated missing documentation requests based on information extracted from the ERP database.
- Coordinated team of three in a 4-month project to update expired and missing licenses, certificates, and product information documents.

Used Python, Git, GitHub, Excel, Dynamics 365 Business Central, Unit4.

Projects

Dynasty 8

[view in portfolio](#) | [view live](#) | [view code](#)

A modern, realistic version of the Real Estate website from Grand Theft Auto V.

- Features advanced search tool, custom-built admin panel, and automated mailing.

Used Django, Python, HTML, CSS, JavaScript, PostgreSQL, Git, GitHub.

After Man

not yet available | release TBD | closed source

A story-driven game about defending your Balkan grandma during a zombie apocalypse.

Used GDScript (similar to Python & TypeScript), GLSL (similar to C), Batch, and Godot.

Education

LLB: Law | First year

Utrecht University | **2019 – 2020**

BSc: Business Administration | First year

Tilburg University | **2018 – 2019**

Hobbies & interests | indie game development | keeping up with news on virtual reality, AI, and robotics | lifting | dnd | cycling | cats | memes | movies | drawing | writing