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MARK DEN TOOM
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Skills

Languages: TypeScript, Python, SQL, Javascript, HTML, CSS, GDScript

Frameworks and Libraries: React, MobX, MobX-state-tree, Bootstrap, Django, Django REST

Tools: Git, Linux, databases (PostgreSQL, SQLite), VSCode, Bitbucket, Jira, Trello

Spoken languages: Native Dutch, Bilingual English

Employment

Full stack developer **ISPnext (merged with VendorLink)** **Aug 2021 – Present**

Junior full stack developer **Aug 2020 – Aug 2021**

- Developed AP automation SaaS that handled up to 700.000 invoices per year using **Agile** and **SCRUM**.
- Addressed regular production bugs and improvements in the existing **Django/ React/ PostgreSQL** platform using **Jira** to prioritize requirements and **CI/CD** pipelines to rapidly iterate.
- Built, used, and maintained over 30 open and closed source projects including a CRM tool with **Docker** and **Kubernetes** integration, a workflow language, and a MobX-state-tree [form library](#) using **TypeScript**.
- Piloted a team of 7 to create a POC for a new e-procurement product with a 100% on-time delivery rate.
- Tested every step of the **MVVM** architecture thoroughly using **TDD** and manual testing.

Data Science Contractor **Medical Export Group** **Mar 2019 – May 2020**

- Built a fully automated mailing system for missing documentation based on D365 BC data using **Python**.
- Cut document management time cost by ~95% by creating automation scripts and **Excel** export tools.
- Used a combination of the **BeautifulSoup**, **NumPy**, and **Matplotlib** libraries to process and visualize data.
- Coordinated team of 4 in a 4-month project to update expired licenses, certificates, and product information.

Projects

Developer portfolio <https://github.com/markdentoom/react-frontend-dev-portfolio>

- My cross-platform portfolio site with a minimalist design built using **React**, **Sass**, and **Node.js**.
- Features a light and dark mode, multi-language support, and a handful of non-intrusive animations.

Gamemaskshop Work in progress. <https://github.com/markdentoom/gamemaskshop>

- A fully responsive web shop for masks from videogames with built-in **JSON Web Tokens** security methods.
- Features a catalog, user orders, admin screens, review system, dynamic popular products carousel, and more.
- Created fully specified REST backend built with **Node.js**, **Express.js**, and **MongoDB**.
- Developed an automated test suite using **Javascript** with Mocha and Chai, and API tests with **Postman**.
- Created a Single Page Application frontend using **React**, **Redux**, **TypeScript**, and **Bootstrap**.

Basics of DevOps Work in progress. Not yet publicly available.

- A collection of simple multi-container apps that are deployed with a production-grade workflow.
- Set up CI/CD pipelines using **Travis CI** for building and testing, and **Nginx** to run the production server.
- Deployed on **AWS** utilizing **Kubernetes** to manage scaling and multiple concurrent containers.
- Integrated **Ingress** for server-client managing and monitoring of multi-level users and user group privileges.
- Created various CRUD applications using **React**, **Node.js**, **Express.js**, and **PostgreSQL** to use in deployment.
- Also deployed using **Google Cloud** to learn more about the built-in kubectl command line tool integration.
- Implemented **Redis** for in-memory data storage.

Education

LLB: Law **Utrecht University** **Sept 2019 – Aug 2020 (First year)**

BSc: Business Administration **Tilburg University** **Sept 2018 – Aug 2019 (First year)**