

TOM ARCHER

Full-Stack Software Engineer

EXPERIENCE

Full-Stack Engineer / Senior Front-End Developer @ [PLAY](#) / [hundo](#)

Jun 21 - Present

- Design and build web and mobile applications, specialising in gamification and web3.
- Work across the full lifecycle of a project, from gathering requirements, to design and delivery.
- Have experience as the lead front-end engineer on projects. Have lead teams of contractors while being the main front-end liaison with clients and designers (in addition to my dev responsibilities).
- While I have been more front end focused in this role (75 / 25 split), I have worked with a variety of different languages and libraries across the full stack, often adapting to the needs of a project.
- Main Tech: TypeScript/JavaScript, Python, React, NextJS, Node.js.

Full-Stack Engineer @ [Dalton Maag](#)

Apr 20 - Jun 21

- Built many internal tools, including web and CLI applications, as well as plugins for font development applications (mainly focused on web).
- Contributed to some of the most widely used open source font libraries (such as UFO, FontTools and GlyphsLib).
- Built and managed the software pipeline used by font developers to develop digital fonts. Was involved in some of Dalton Maag's first forays into variable font development.
- Main Tech: Python, TypeScript/JavaScript, Ruby, Vue, Ruby on Rails.

Backend Engineer @ [Plum](#)

Nov 19 - Apr 20

- After completing my MSc, I returned to Plum as a backend software engineer.
- Was part of the monetisation team. Designed and built the original investment component as well as the paid subscription services (Plum Plus and Plum Pro).
- Main Tech: Python, SQL, Flask, Docker.

Head Teach / Camp Tutor @ [Code Camp](#) and [Fire Tech Camp](#)

Jan 19 - Sep 19

- While completing my masters, I worked as a Head Teacher for Code Camp where I led a team that taught primary school aged children the fundamentals of programming.
- Also worked as a tutor for Fire Tech Camp where I taught teenagers Python, as well as game design using Construct.
- Was part of a select group that helped test and prepare online tutoring sessions with the goal of teaching children from developing countries how to code.

Junior Software Developer / Ops Intern @ [Plum](#)

Sep 17 - Sep 18

- Started as an operations intern completing manual operational tasks.
- Automated my intern role (self-taught) and was offered a full time role as a junior software developer.
- Built the cancellation and onboarding flows of the app, as well as many internal tools.
- Wrote parts of a Natural Language Processing bot using the Facebook messenger API.
- Left Plum to do a Computer Science MSc, but returned after completion.

FAVOURITE PROJECTS

Escape Rooms (PwC)

A multiplayer point and click Escape Room game and accompanying game creator tool. Built using Phaser and React, leveraging web hooks and an authoritative server architecture.

Beyond - Assessments Tool (KPMG)

An assessment tool for KPMG's [Beyond](#) platform. A PWA built using NextJS, .NET and Azure Cloud Services, leveraging gamification techniques to make the experience more engaging.

Campus (Hundo)

[Learning platform](#) with the goal of equipping Gen Z with digital skills. Built using NextJS and Three.js. Leveraged web3 in the form of its own currency (an ERC-20 token) called LETSGO.

My Nephrotic Notebook (DRIVE @ Great Ormond Street Hospital and UCL)

Led a team of three that designed and built a mobile application for Great Ormond Street Hospital to help children with Nephrotic Syndrome manage their disease. Project received top marks in our MSc cohort, was published and showcased by DRIVE at GOSH Conference 2019. Also gave me a chance to explore UX/UI design for the first time. More info [here](#) and [here](#).

Ded - Demilitarise Education

Helped a friend build her [charity's website](#). Oversaw the building of the front end myself and helped design the underlying BE and database architecture

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in [tom-archer-229598a5](#)

github [github.com/tomarcher101](#)

🏠 [tomarcher.dev](#)

SKILLS

Programming Languages

Highly Proficient: Typescript, Javascript (ES6), Python, HTML, CSS/Sass, SQL.

Professional Experience: C#, Ruby, Dart.

Personal Experience: C, PHP.

Frameworks & Libraries

Highly Proficient: React, NextJS, Vue, Node.js, Express, Flask, Redux, TailwindCSS

Professional Experience: Ruby on Rails, Django, React Native, Flutter, Angular, Three.js, .NET

Personal Experience: Unity, Ionic.

Tools

AWS, Azure, GCP, Git, Webpack, Vite, Docker, NoSQL, Cypress, Sketch, Figma, Unity, Blender

EDUCATION

University College London

Sep 18 - July 19

MSc in Computer Science. Merit grade.

University of Manchester

Sep 14 - July 17

BA in Economics with Philosophy. Upper Second-Class Honours.

Tiffin School

Sep 07 - July 13

A-Levels: A B B
GCSEs: 4 A*, 6 A

CERTIFICATIONS

AWS Cloud Practitioner 2022

EdX Harvard CS50 2017

Udacity Google Nanodegree Scholarship 2017

Google Front End Web Dev Challenge 2017

INTERESTS

Play in a weekly 7-side football team.

Ran a house/techno club night while at uni in Manchester, where I also DJed. See [here](#).