

Tom Spring

tomspring5000@gmail.com
[linkedin.com/in/tom-spring5000/](https://www.linkedin.com/in/tom-spring5000/)
07758 600167

Experienced, highly motivated and a self starter, I have a proven track record of managing large corporate projects and leading internal development programs. I enjoy building relationships with external clients and internal teams, and have considerable experience of developing my and others capabilities.

Experience

Career Break (*Jan 2023 - Present*)

- Took a year out to travel in South East Asia, covering Thailand, Vietnam, and Cambodia
- Also used the time learning new technologies, and launched an iOS app, 'Nonatone'

Full Stack Software Engineer @ [The Access Group](#) (*Apr 2019 - Dec 2022*)

- Responsible for managing recruitment candidate screening platform for over 200 corporate clients
- Experience of leading product enhancement projects, eg implementation of a medical check feature allowing us to process medically trained candidates at the critical time of COVID19
- Onboarding new starters to the development team of all experience levels and mentoring junior/ mid-level engineers

Data Analyst @ [Corporate Software Services, Inc](#) (*Sep 2017 - Mar 2019*)

- Managed data, reporting and web testing for external clients
- Developed data pipelines using Python and various API's

IT Apprenticeship @ [Bellrock FM](#) (*Dec 2014 - Mar 2017*)

Education

- BTEC Level 3 - Diploma in Professional Competence for IT and Telecoms Professionals (*2016 Apprenticeship*)
- BTEC Level 3 - Extended Diploma in ICT Systems and Principle (*2016 Apprenticeship*)
- ITIL Foundation Certification Training Level (*2018*)

On the Side

I spend much of my free time working on personal projects including game development and more general software/mobile apps. Recently I launched my first iOS app, a synthesizer called [Nonatone](#).

As most of my work is done solo, I'm always having to pickup new skills to fill the gaps, including art, project management and, branching off into a hobby entirely of its own, music. The projects I work on can be anything from short weekend game jams to multiple years long, I really enjoy the variety that comes with it.