Tom Spring

Full Stack Engineer - UK
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I am a highly motivated engineer with a strong proven track record of managing large corporate platforms and leading internal product development programs. I enjoy building relationships with external clients and internal teams, and have considerable experience of developing my and others capabilities.

💾 Skills

Django / **Python** / **Vue** / **REST** / **Git**

Go / **Typescript** / **Swift** / **Linux** / **AWS**

💼 Experience

Full Stack Engineer (Contractor) @ [Iterum](#) *(Jun 2025 - Dec 2025)*

- Django, Python, HTMX, Linux, Heroku, Celery, Postgres, Paramiko
- Startup, building an appliance management platform for the residental sector
- Working in a small team, in a quickly changing environment, and working across disciplines
- Leading development of greenfield projects end to end, for example I led a redesign of our problem reporting model, allowing problems to evolve over time without losing data on how and why they've changed (eg. a repair becoming a replacement)
- Advising on both technical and non-technical implementations for other team members. For example, when a client had an issue with the number of emails we were sending out, I suggested we combine multiple emails into a single regular "digest" email.
- Building third party implementations under difficult constraints with creative solutions

Carpenter *(Jan 2025 - Present)*

- Since travelling, I've been working part time at a local Joinery
- It's been really interesting to learn an entirely new set of skills from what I usually do

Career Break *(Jan 2023 - Dec 2024)*

- Took a year out to travel in South East Asia, covering Thailand, Vietnam, and Cambodia
- Also used the time learning new technologies; Svelte, React, Flutter, Zig and Rust to name a few and launched an iOS app, [Nonatone](#)

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

- Django, Python, Vue, DRF, Git, Linux, AWS
- Responsible for managing recruitment candidate screening platform for over 200 corporate clients
- Leading product enhancement projects, for example implementation of a medical check feature allowing us to process medically trained candidates at the critical time of COVID19
- Experience consuming and building API's, for example, I led an ambitious rewrite of the public API with the goal of reaching feature parity with the front-end and improving documentation coverage
- Accountable for management of sensitive data, for example, executed a migration of client billing information to a new system, automating the previously intensive work of keeping up with bespoke contracts
- 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)*

- SQL, Python, Elasticsearch, Splunk, PowerBI, Selenium
- Managed data, reporting and web testing for external clients
- Developed data pipelines using Python and various API's

📌 On the Side

Game Development: Game dev has been a side project for me since I started learning programming, and I've been working on a large side project for a few years now. My tech stack consists of Godot and Aseprite right now, but in the past I've used everything from Unity to Blender to PICO-8 and even a few frameworks such as Bevy (Rust). As I work solo most of the time, I'm always having to pick up new skills aside from programming, including art and music as well as project management

Music: Branching off from a need for game dev to its own hobby entirely, I also make music as a side project. Right now I'm trying out live coding, such as Strudel, and also learning the "diddley bow", a kind of one string guitar