

Tom Spring

Full Stack Engineer - UK

tomspring5000@gmail.com / 07758 600167

github.com/tspring5000

linkedin.com/in/tom-spring5000/

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
- A startup building an appliance management platform for the residential sector
- Experience leading development of greenfield projects end to end, for example I led a redesign of our model of problem reporting, allowing problems to evolve over time without losing data on how and why
- Experience building third party implementations under difficult constraints with creative solutions
- Working in a small team in a fast moving, quickly changing environment and working across disciplines

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
- Experience of 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