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

Expert: **Django** / **Python** / **Vue** / **REST** / **Git**

Intermediate: **Go** / **Svelte** / **React** / **Rust** / **Flutter** / **Swift**

💼 Experience

Career Break *(Jan 2023 - Present)*

- I took a year out to travel South East Asia, including Thailand, Vietnam and Cambodia.

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)*

- Responsible for data management and reporting for external clients

📌 On the Side

Mobile Apps: Recently I've been working on a synthesiser app for iOS called Nonatone, which has been very well received in the small time its been out for.
I have also been working on an experimental sleep app using Flutter, which has even taken me so far as learning Arduino as a prototyping platform

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 and time 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 Glicol, for a programmatic approach to composition