Tom Spring

Full Stack Engineer - UK
tomspring5000@gmail.com / 07758 600167
github.com/tspring5000

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** / **VueJS** / **REST** / **Git**

Intermediate: **Go** / **Svelte** / **C#** / **Typescript** / **Flutter**

Experience

Travelling *(Jan 2023 - Present)*

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

Full Stack Django 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, 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

Game Dev

I spend much of my free time on game development, from small game jams over the weekend to large multi-year projects. My usual tooling consists of Godot, Blender and Aesprite, however in the past I've used Unity and PICO-8, and I've also tried a few frameworks such as Bevy, Raylib and WASM-4. I'm particularly interested in procedural generation and creative coding.

Music

Due to working on so many solo game dev projects, I developed a need to make music for my games, which soon branched off into a hobby entirely of its own. Currently I'm trying out Glicol, a programmatic approach to building synths and composing music.