Tom Spring

Web Developer - UK
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> Adaptable, highly motivated self starter with a proven track record of proactive development both inside and outside of work. Professionally, I've worked predominantly with Django, Python and Vue js. And in my free time, I'm exploring new technologies (such as Svelte, Go and Rust), working on personal projects in game development, and making music.

💾 Skills

Proficient with **Django** / **Python** / **Vue JS** / **Restful** / **CSS** / **Git**

💼 Timeline

Travelling *(Jan 2023 - Jun 2023)*

- At the start of the year, I decided to break out of my comfort zone and travel South East Asia, including Thailand, Vietnam and Cambodia. Through doing this, I found the value of balancing my passion for engineering with gaining broader life experiences

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

- Responsible for managing candidate screening platform for over 200 corporate clients
- Onboarding new starters to the development team of all experience levels and mentoring junior/mid-level engineers
- Rapid development of 4 medical checks based on scraping public registrars, allowing us to process medically trained candidates at the critical time of COVID19
- Led ambitious rewrite of the public API with the goal of reaching feature parity with the front-end, easing the burden of support queries on our small team
- Executed a data migration involving sensitive billing information, cutting manual work involved in keeping up with edge cases of specific customer contracts

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.