

DELANEY WELLS

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SOFTWARE ENGINEER

Full-stack Software Engineer experienced in JavaScript, React, Python, and SQL, leveraging architecture and design experience to build scalable, responsive applications. Skilled in optimizing performance and enhancing user experience through human-centered, accessible design. Strong collaborator, translating complex requirements into technical solutions that align with product goals.

TECHNICAL SKILLS

Languages: Python, JavaScript, SQL, HTML/CSS

Frameworks, Tools: React.js, Node.js, Django, Express.js, PostgreSQL, Mongoose, MongoDB, REST APIs, Git/GitHub, Figma

PROJECTS

Hung-Up - Link to live demo

Remote

October 2024 - Present

Full-Stack Engineer

JavaScript, React, Express, MongoDB, Mongoose, SCSS, Cloudinary, Render

- Developed and deployed a full-stack digital wardrobe application with a React frontend and Express/MongoDB backend, enabling users to organize, rate, and visualize outfits with live updates.
- Engineered a RESTful API supporting CRUD operations and integrated Cloudinary for image uploads, optimizing data flow and performance for over 100 clothing items.
- Implemented modular controller architecture and responsive SCSS, optimizing scalability and UX.
- Deployed monorepo on Render with environment variables and build automation, ensuring smooth client-server integration.

Rooted - Link to live demo

Remote

December 2024 - Present

Full-Stack Engineer

Python, Django, PostgreSQL, HTML/CSS, Heroku

- Built and deployed a full-stack web application with Django, and PostgreSQL, enabling families and communities to create digital timelines with multimedia content.
- Engineered a secure RESTful API with role-based authentication and permissions, protecting user data and enabling multi-user access.
- Developed relational models and CRUD functionality, supporting 150+ user posts and scalable data handling.
- Designed a mobile-responsive UI and optimized backend queries, ensuring consistent performance and accessibility across devices.

Mashed - Link to live demo

Remote

September 2024

Web Developer

JavaScript, HTML/CSS

- Redesigned the classic pen-and-paper game MASH as a browser-based experience, simulating predictive storytelling through playful, interactive logic.
- Coded core game logic in JavaScript that mirrors the original gameplay mechanics.
- Streamlined event handling and DOM manipulation to build a fully responsive UI, improving interaction speed and mobile usability.

PROFESSIONAL EXPERIENCE

General Assembly

Remote

Software Engineer, Fellow

September 2024 - December 2024

- Completed full-time Software Engineering Immersive with 480+ hours of hands-on professional training in full-stack development.
- Designed, built, and deployed four full-stack applications, leading RESTful API development, database architecture, and front-end integration.
- Collaborated in Agile remote teams, utilizing Git version control, CI/CD workflows, and cloud-based deployment to deliver scalable, user-centered solutions.

Urban Arena

Costa Mesa, CA

Graphic Designer, Architecture

August 2021 - September 2023

- Managed 10+ architecture and branding projects weekly, delivering digital and print assets and leading collaborative workflows.
- Optimized company website for WCAG 2.1 compliance using WordPress, reducing storage needs by 40%.
- Co-founded new branding department, increasing team size 2X and conducting development of brand guidelines.

EDUCATION

General Assembly

2024

Certification, Software Engineering - Link to Certification

California Polytechnic State University - San Luis Obispo

2019

B.A., Bachelor of Arts in Political Science