

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

Full-Stack Engineer

Remote

October 2024 - Present

JavaScript, Express, MongoDB, Mongoose, HTML/CSS, Render (React version in progress)

- Developed a digital wardrobe application built for users to organize and plan outfits, tested to handle 75+ clothing items without performance loss.
- Structured a 3-model MongoDB database with full CRUD functionality, implemented in the backend and designed for future UI expansion, ensuring efficient data relationships and reliable persistence.
- Optimized backend architecture with an expandable schema, supporting scalability and future features like tagging and advanced filtering.

Mashed - Link to live demo

Web Developer

Remote

September 2024

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.

Rooted - Link to live demo

Full-Stack Engineer

Remote

December 2024 - Present

Python, Django, PostgreSQL, HTML/CSS, Heroku

- Built and deployed a full-stack web application with Django, React, 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 database models and CRUD functionality, supporting 150+ user-generated posts during testing and ensuring scalable data handling.
- Designed a mobile-responsive UI and optimized backend queries, ensuring consistent performance and accessibility across devices.

PROFESSIONAL EXPERIENCE

General Assembly

Software Engineer, Fellow

Remote

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

Graphic Designer, Architecture

Costa Mesa, CA

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

Certification, Software Engineering - Link to Certification

2024

California Polytechnic State University - San Luis Obispo

B.A., Bachelor of Arts in Political Science

2019