Delaney Wells

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SOFTWARE ENGINEER

Full-stack Software Engineer with a strong foundation in building scalable, efficient applications. Brings a background in architecture and design, applying a structured, systems-oriented approach to software development and user experience. Skilled at translating complex technical concepts across disciplines into clear design goals, supporting collaboration and delivering well-engineered solutions. Focused on creating intuitive, human-centered products that prioritize sustainability, accessibility, and social impact.

TECHNICAL SKILLS

Languages: Python, JavaScript, SQL, HTML, CSS
Frameworks, Libraries, Tools: React.js, Node.js, Django, Express.js, PostgreSQL, Mongoose, MongoDB, REST APIs, Git, GitHub

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. Projects include:

Full-Stack Developer: Rooted | December 2024
Python, Django, PostgreSQL, HTML, CSS, Heroku, GitHub
Built a web application allowing families and communities to create collaborative digital timelines.
- Developed a full-stack CRUD application with 3 relational models, supporting 150+ user-generated posts during testing.
- Engineered a secure, scalable Django RESTful API and PostgreSQL backend, supporting efficient data handling.
- Implemented secure authentication with role-based permissions, enabling multi-user access and protecting user data.
- Designed a mobile-responsive UI and optimized backend queries ensuring consistent performance across 4+ device sizes.

Full-Stack Developer: Hung-Up | October 2024
JavaScript, Express, MongoDB, Mongoose, HTML, CSS, Render
Developed a digital wardrobe application enabling users to organize clothing and plan outfits efficiently, reducing decision fatigue and saving 10–15 minutes daily.
- Structured a 3-model MongoDB database and implemented full CRUD using Express and Mongoose, managing 75+ documents.
- Optimized the backend for future scalability with an expandable schema to support features like tagging and advanced filtering.

Web Developer: Mashed | 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.

URBAN ARENA, Costa Mesa, CA
Graphic Designer
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

Bachelor of Arts, BA, California Polytechnic State University, San Luis Obispo | San Luis Obispo, CA
General Assembly, Remote, **Software Engineering Immersive** | Certificate of Completion