

DELANEY WELLS

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SOFTWARE ENGINEER

Software Engineer focused on frontend development with React and TypeScript. Builds responsive, accessible interfaces backed by REST APIs and structured data models. Background in design informs a user-centered approach to UI and frontend architecture.

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Python, SQL, HTML/CSS

Frameworks & Data: React, Node.js, Express, Django, PostgreSQL, MongoDB

Tools: Git, GitHub, Cloudinary, Render, WCAG accessibility

PROJECTS

Hung-Up | Wardrobe Management Application

React, Node.js, Express, MongoDB, Cloudinary, Render

- Built and deployed a full-stack wardrobe application for cataloging clothing, composing outfits, and organizing items by type.
- Developed a modular React frontend with reusable components and structured state for item organization.
- Designed a REST API with Node.js and Express, modeling relationships between items, outfits, and categories.
- Integrated Cloudinary for image uploads, handling 200+ assets without performance degradation.

Hung-Up Filter Builder | Type-Safe Filtering UI

React, TypeScript

- Built a type-safe filter builder in React using TypeScript (strict mode) to enforce consistent filter logic and state.
- Modeled dynamic filter conditions with discriminated unions and type guards.
- Developed a reusable generic `DataTable<T>` and implemented preset persistence with Zod validation.

Rooted | Digital Timeline Platform

Python, Django, PostgreSQL, Heroku

- Built a Django web application for creating shared timelines with posts and comments.
- Implemented user authentication and ownership-based authorization for content access control.
- Modeled relational data in PostgreSQL and exposed it via a REST API, deploying to Heroku with environment-based configuration and managed secrets.

Mashed | Browser Game

JavaScript, HTML, CSS

- Rebuilt the MASH game as an interactive browser application using vanilla JavaScript.
- Implemented game logic and DOM updates to generate deterministic outcomes based on user input.

EXPERIENCE

General Assembly | Software Engineering Fellow

Remote | Sep 2024 – Dec 2024

- Completed an intensive full-time software engineering program focused on full-stack application development.
- Built full-stack applications using React, TypeScript, Node.js and Python, applying REST API design, relational data modeling, and component-based architecture.
- Collaborated in Agile teams using Git-based workflows, code reviews, and CI/CD fundamentals.

Urban Arena | Graphic Designer, Architecture

Costa Mesa, CA | Aug 2021 – Sep 2023

- Led design and delivery of 10+ projects weekly, later co-founding and scaling a branding department.
- Redesigned the website for performance and WCAG accessibility, reducing storage usage by ~40%.

EDUCATION

General Assembly | Software Engineering Immersive (2024)

California Polytechnic State University, San Luis Obispo | B.A. Political Science (2019)