Wesley Fountain
Full-Stack Developer
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Skills

HTML, CSS, JavaScript, React, C#, Unity, Visual Studio, JIRA, Bootstrap, Debugging, Flexbox, Node.js, Express, Redux, Python, Sequelize, PostgreSQL, RESTful API, Arduino.

Education

DigitalCrafts | Full-Stack Web Development Program | Atlanta | August - November 2022
Full-Stack Web Development: Immersive course covering HTML, CSS, JavaScript and Python, with an emphasis on cutting-edge frameworks like React/Redux and server-side technologies including Node.js, Express, and PostgreSQL.

Projects

Teddy Chainsaw Massacre | Project | November 2023
This top-down game was a team project developed for the 2023 RVA Game Jam. It was created within 48 hours and designed to fit the "camp" theme. My primary role included programming for game mechanics. Players take control of a chainsaw-wielding bear on a relentless chase through the woods where they hunt down campers, collect speed-boosting items for a furious pursuit, and strategize for more efficient camper takedowns.
● Tech stack: C#, Unity

Fright Film Finder | Project | GitHub | July 2023
I designed this website using a movie API to help horror fans find their next horror film. Users can select movies by genre (e.g., slasher, vampire) or decade. Users can also utilize the search function to find films matching specific keywords. This app allows users to see where their selected movie is available for buying, renting, or streaming.
● Tech stack: React, HTML, CSS, Node.js, RESTful API, Express.

Simply News Now | Project | GitHub | June 2023
Simply News Now is a website that provides the latest news stories using a dynamic news API. This website provides news coverage of current events in a brief summary format as well as a headline crawl with hyperlinks to news articles. Users can select news stories by genre (e.g., sports, politics) or utilize the search function to find stories matching specific keywords.
● Tech stack: React, HTML, Node.js, RESTful API, Express.

Cyber Time Taxi | Project | May 2023
I created this concept game in less than a month using Unity. It is designed in the style of early 2000's Flash games. Players drive a flying taxi around a futuristic city picking up and delivering objects before the timer runs out. Each level completed results in a timer and speed boost. I designed the cars as well as the game music.
● Tech stack: C#, Unity

Professional Experience

Jr. Software Engineer | DoaaS (Devops As A Service) | Remote | October 2023-Present
My role as a junior software on the DoaaS team involves implementing the following technologies to develop mobile applications (iOS and Android): React, React Native, Flask, and Docker.

Jr. Software Engineer | WeebMedia | Remote | May 2023-Present

My role as a contracted junior software engineer includes designing mission mechanics and objectives, improving gaming missions through playtesting, iterations, and feedback, identifying bugs and challenges with gameplay mechanics, and designing gameplay animation within Unity. This position primarily utilizes C# and React.

Senior Manager | Weswolf Transportation | Statesboro, GA | June 2018-July 2022

My role as senior manager involved using technology to manage databases, implement JavaScript and React to maintain the company website, plan DOT-compliant routes, negotiate broker contracts, manage record keeping, and ensure operations complied with state law and licensing regulations.