

WESLEY FULGHUM

DESIGN + DEVELOPMENT

Wesley Fulghum

Designer + Frontend Developer

New York City | www.wesfulghum.com | wfulghum@gmail.com

Creative technologist with 15 years of design and development experience across agencies, startups, and enterprise brands. Adept at bridging the gap between concept and execution — blending visual storytelling with modern frontend technologies to craft intuitive, engaging digital experiences. Passionate about building products that are not only beautiful but measurable and scalable.

SKILLS:

Design & Creative Tools

Adobe Creative Suite (Photoshop, Illustrator, After Effects, Premiere)
Branding, Identity Systems, Layout & UI/UX, Creative Strategy

Frontend Development

HTML, CSS, JavaScript, React, Next.js, TypeScript, Tailwind, WordPress, PHP, Python

Developer Tools & DevOps

VS Code, GitHub, Docker, pgAdmin, AWS, GoDaddy, Cloudways
DNS Management, Domain + Email Auth (Sendgrid, Mailchimp)
Prompt Engineering, ML Fundamentals in Python

EXPERIENCE:

First Tube — Horizon Media

Frontend Developer + Design Director
May 2020 – May 2025 | NYC (Remote & In Person)

Led the transition from static design to interactive digital experiences across client campaigns.
Built web-based products: event hubs, livestream portals, 1PD forms, email templates, chatbots, QR flows, and tracking dashboards.
Designed and implemented proprietary VAST ad delivery system for programmatic distribution.
Developed cross-platform ad metric dashboards integrating YouTube, TikTok, Meta, Twitter, and DV360.
Originated as Sr. Designer managing all creative output, including high-value sales and pitch materials.

Endeavor — 160over90

Senior Designer
April 2015 – April 2020 | NYC

Expanded the creative team from 3 to 15, mentoring new designers and shaping team culture.
Spearheaded pitch deck design, campaign mockups, and new business visual strategy.
Partnered with copywriters and strategists for end-to-end campaign ideation and execution.
Served as lead design liaison for internal content production across diverse brand portfolios.

Bonnier Corporation

Lead Designer — Pop Photo & American Photo
March 2012 – April 2015 | NYC

Led full editorial layout design for two nationally distributed photo magazines.
Produced iTunes-ready digital issues and worked closely with editorial leadership on photo curation.
Packaged final production files for print and digital distribution

EDUCATION:

Associate of Science in Interactive Media Design
The Art Institutes — 2011

FUTURE GOALS:

Designer with frontend engineering skills: turning vision into functioning digital reality.
Thoughtful integration of measurement tools to validate user experience success.
Fluent in both creative direction and code-based execution.

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