

Wesley Fenlon

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Goal

To further develop skills within all areas of new media, gain experience working in a competitive journalistic or multimedia environment, and continue to learn about production and the creation of content for a web audience while making a significant contribution to an editorial team.

Profile

Lifelong gamer and tech-savvy writer with an interest in new media. Years of experience with writing for the web and working with content management systems to regulate media. Receiving an education in journalism and new media to stay up-to-date with the latest technology. Experienced with the most commonly-used computer software in fields of editing and design. Striving for a career in journalism, particularly for a video game or other technology magazine or website. Enjoy the challenge of independent work, but also thrives in a position involving strong teamwork and group collaboration. Able to tackle unfamiliar aspects of new media and adapt quickly.

Skills

- ♦ **Writing**
 - Magazine style: long-form features, personal essays, profiles, briefs
 - Newspaper style: hard news, soft news, personal columns, institutional editorials
 - Web style: Reviews, personal essays, short- and long-form features, blogging
- ♦ **Software**
 - Adobe Creative Suite: Photoshop, Dreamweaver, InDesign, Fireworks, Flash
 - Windows Movie Maker, iMovie, Audacity, Microsoft Office,
- ♦ Content management systems: Wordpress, Joomla!, Blogsmith, Pivot, MediaWiki
- ♦ Experienced with HTML, CSS, some PHP

Experience

08/2010-PRESENT: **FREELANCE WRITER** FOR WHISKEY MEDIA'S TESTED.COM

- ♦ Available online at <http://tested.com>
- ♦ Responsible for daily coverage of technology news on a timely schedule, ranging from smartphones to robotics, and supplementing regular coverage with in-depth feature work and How-To articles
- ♦ Handled story selection, formatting and scheduling during 2011 Consumer Electronics Show

08/2010-PRESENT: **FREELANCE WRITER** FOR HOWSTUFFWORKS.COM

- ♦ Available online at <http://howstuffworks.com>
- ♦ Developed outlines and long-form in-depth articles for HowStuffWorks on a variety of subjects, ranging from technology ([How the Playstation Move Works](#), [How ATM Skimming Works](#)) to finance ([Top Ten Tech Tools for Managing Your Money](#)) to real estate ([Ten Tech Tools to Use When Buying a House](#))
- ♦ Responsible for researching topics, compiling a list of sources and referencing credible evidence in each feature
- ♦ Developed multiple-choice quizzes and answers to accompany Top Top and Question of the Day articles

06/2008-01/2009: **WEEKLY COLUMNIST** FOR NINTENDO WII FANBOY, AOL WEBLOGS, INC.

- ♦ Available online at <http://nintendo.joystiq.com/category/born-for-wii/>
- ♦ Wrote a weekly column entitled "Born for Wii" of approximately 1,000 words, highlighting games that could be remade for the Nintendo Wii video game system
- ♦ Minimal editorial supervision
- ♦ Formatted and uploaded posts using the Blogsmith content management system
- ♦ Collected, edited, and incorporated image galleries into each column

03/2009-PRESENT: **WRITER**, [GAMESPITE.NET](#) AND GS QUARTERLY PUBLICATION

- ♦ Writer for GameSpite Quarterly, self-published video game magazine edited by 1UP.com editor Jeremy Parish
- ♦ Articles published online at GameSpite.net and in print form in [GSQ3](#), [GSQ4](#), [GSQ5](#), [GSQ6](#), and [GSQ7](#)
- ♦ Articles include short- and long-form features on individual video games, mechanics, characters and themes

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Available for Relocation

08-12/2009: **WEB DESIGNER, IPHONE APP DEVELOPER, VIRTUALATHENS.NET**

- ◆ University of Georgia New Media Institute Capstone project
- ◆ Worked with three other students to develop a product concept and carry it through to a working prototype
- ◆ In charge of website design, application design, image work, copy editing, and creative input
 - Developed and heavily customized website using Wordpress CMS
 - Developed iPhone application using InterfaceBuilder and Xcode software
 - Built application mockups and edited project images with Adobe Photoshop

01/2010-02/2010: **COLUMNIST, RED&BLACK, COLLEGE NEWSPAPER**

- ◆ Available online at <http://www.redandblack.com/author/wesley-fenlon/>
- ◆ Contributed personal columns to Red&Black, University of Georgia's independent student newspaper
- ◆ Responsible for self-editing and independently developing topics to appeal to a college audience

Education

2006-Present: **THE UNIVERSITY OF GEORGIA** – Athens, GA **GPA: 3.6/4.0**

- ◆ Grady College of Journalism – Bachelor of Arts in Journalism, Magazines – May 2010
 - Coursework: Intro to Journalism, Intro to Advertising, News Writing, Editing and Design, Magazine Writing, Editorial Writing, Communication Law
- ◆ New Media Certificate Program – May 2010
 - Coursework: Intro to New Media, New Media Production, New Media Topics, Rich Media Production, New Media Capstone
- ◆ Minor in English Literature – May 2009

2002-2006: **HABERSHAM CENTRAL HIGH SCHOOL** – Habersham, Ga. **GPA 3.8/4.0**

- ◆ Graduated with Honors, 2006

Portfolio

ONLINE PORTFOLIO/BLOG, WESLEYFENLON.COM

- ◆ Contains examples of writing, web design, and other multimedia projects

Awards

- ◆ University of Georgia Dean's List (completed a semester with at least 3.5/4.0 GPA)
- ◆ Community Bank & Trust Peer-Awarded Scholarship

References

VALERIE BOYD

- ◆ Associate Professor, Grady College of Journalism and Mass Communication, University of Georgia
- ◆ Charlayne Hunter-Gault Distinguished Writer in Residence
- ◆ 706.542.0887
- ◆ vboyd@uga.edu

DR. CASEY O'DONNELL

- ◆ Assistant Professor, Grady College of Journalism and Mass Communication, University of Georgia
- ◆ Director of UGA Gamelab, University of Georgia
- ◆ 518.892.6762
- ◆ caseyod@uga.edu

ROSS MILLER

- ◆ Former features editor, Joystiq.com: oversaw editorial content including "Born for Wii"
- ◆ Associate Editor, Engadget.com
- ◆ ross.miller@engadget.com

DR. CHRISTOPHER PIZZINO

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