Dachen Xuan
Software Engineer
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linkedin   github   portfolio

TECHNICAL SKILLS

Languages: Python, JavaScript, HTML, CSS, SQL, Mongo, JSON, Typescript, EJS,
Libraries and Frameworks: React, Express.js, Django, Jquery, Bootstrap,
Databases and other: PostgreSQL, MongoDB, RESTful Routing, JSON API

EXPERIENCE

Manicurist   **Aug 2021 - May 2024**

- Developed a keen eye for detail and precision, delivering high-quality results to clients.
- Built strong client relationships through effective communication and personalized service, ensuring repeat business and customer satisfaction.
- Managed time efficiently, handling multiple appointments and maintaining a strict schedule to meet deadlines.
- Demonstrated creativity in designing customized nail art based on individual client preferences and trends.
- Adapted quickly to new techniques, tools, and industry trends, applying a continuous learning mindset that I now bring to programming.
- Managed inventory and tracked product usage, utilizing basic software tools to ensure seamless operations.

SOFTWARE PROJECTS

Snake Game (https://0812sean.github.io/Snake-Game/)

- Developed a Snake game using HTML, CSS, and JavaScript, implementing core functionalities like start, pause, resume, and end, with a responsive interface and dynamic background colors.
- Integrated user-friendly controls for a smooth gaming experience, including arrow keys for movement and space bar for pausing/resuming, along with various sound effects to enhance user interaction.
- Optimized the snake's automatic movement and speed adjustment using JavaScript, improving gameplay fluidity, with plans to add difficulty levels, a leaderboard, and other enhancements.

Nail Art Gallery (https://nail-art-gallery-app-ba812d622aee.herokuapp.com/)

- Developed a web application using Node.js, Express, and MongoDB for uploading and managing nail art designs, featuring user authentication, design categorization, and file upload handling with Multer.
- Implemented a dynamic interface with EJS templating for rendering pages, and integrated Express-Session for managing user sessions, ensuring a seamless user experience.
- Planned enhancements include user profile customization, advanced search and filtering options, and a design rating system to further improve user engagement.

Petsy(group project) (https://petsy-app.netlify.app/)

- Played a key role in developing the back-end of Petsy, an online marketplace for pet-related products, using technologies like JSONWebTokens, bcrypt, and multer to ensure secure user authentication and smooth file handling.
- Contributed to the front-end by integrating APIs and managing user interactions, helping to create a responsive and user-friendly interface with tools like axios and react-icons.
- Planned future enhancements include adding features like account deletion and personal user profiles, including bios, social links, and profile pictures, to improve user experience.

EDUCATION

GENERAL ASSEMBLY | REMOTE

Software Engineering Immersive   **June 2024 - September 2024**

Full-stack software engineering immersive student in an intensive, 12-week, 500+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects.