

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, AWS, Firebass

SOFTWARE PROJECTS

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

Jun 2024

Developed a responsive Snake game with HTML, CSS, and JavaScript, including start/pause functionality, arrow-key controls, sound effects, and dynamic backgrounds. Improved gameplay by optimizing speed and movement.

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

July 2024

Built a Node.js app for uploading and managing nail art designs with Express, MongoDB, and Multer. Added user authentication, design categorization, and sessions for a personalized experience. Planned updates include profile customization and a design rating system.

BookNest (<https://booknest-78163836fb53.herokuapp.com/>)

Sep 2024

Developed a full-stack Django app with AWS S3 integration for book cover uploads, CRUD functionality, and a responsive UI. Features include book categorization, a rating system, and user authentication.

EXPERIENCE

Customized Sudoku Game Developer (<https://sudorku-96c3a.web.app/>)

Oct 2021 – Oct 2024

Independently designed and developed a fully customized Sudoku game from concept to completion, utilizing React and Firebase. Executed all aspects of the project, including implementing adjustable difficulty levels, interactive hints, undo features, and animated elements, to create a distinctive and engaging gaming experience. Integrated leaderboard functionality for competitive tracking, ensuring a whimsical, user-centric interface that met client specifications for both aesthetics and functionality.

Manicurist

Aug 2021 - May 2024

Developed precision, creativity, and time management by maintaining schedules and adapting to new techniques with a strong focus on detail—skills directly transferable to software development.

EDUCATION

GENERAL ASSEMBLY | REMOTE

Software Engineering Immersive

Jun 2024 - Sep 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.

Guangxi University of Finance and Economics

Sep 2012 - Apr 2015

Bachelor's Degree E-Commerce