



Javier Deng Xu

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EDUCATION

Simon Fraser University

Bachelors of Computer Science - Software Systems

Burnaby, BC

Present – 2028

TECHNICAL SKILLS

Programming Languages: Python, HTML/CSS, Scheme, C, C++, Node.js, Javascript

Frameworks: React JS, Bootstrap, Tailwind, Vite, Express JS, EJS, Flask, React Native

Developer Tools: VS Code, PyCharm, Linux, Git, GitHub, Figma, Bash, Vim

PROJECTS

Blog Post | *HTML/CSS, Javascript, Bootstrap, Node.js, Express.js, EJS, Axios, REST API* June 2024 – Dec. 2024

- * Built a blog platform with Node.js, Express.js, EJS, and Bootstrap, offering full CRUD functionality for post management (create, view, edit, delete).
- * Implemented EJS templating to render dynamic content, enabling seamless integration of new blog posts across the platform.
- * Developed a modular code structure with Express.js, separating routes, controllers, and views to maintain clean, organized code.

SpikeConnect | *Javascript, React Native, Python, HTML/CSS, Selenium, BeautifulSoup* Mar. 2025 – Mar. 2025

- * Architected and developed SpikeConnect, a comprehensive volleyball social network that connects players, facilitates game discovery, and enables tournament organization.
- * Utilized modern JavaScript frameworks alongside HTML and CSS to deliver a seamless cross-platform user experience.
- * Engineered a dynamic community post section with robust engagement features including likes, comments, and sharing capabilities, fostering active user interaction.
- * Created a robust social networking infrastructure enabling users to connect based on skill level, location, and shared interests.

Stress & Burnout Tracker | *HTML, CSS, Javascript, Python, Flask, DeepFace* Mar. 2025 – Mar. 2025

- * Built a Chrome Extension frontend in under 24 hours, using HTML, CSS, and JavaScript to capture webcam images and send them to the backend for emotion analysis.
- * Developed a Flask-based backend server in a 24-hour hackathon to handle emotion detection requests, utilizing the DeepFace library for real-time emotion analysis from webcam images.
- * Handled asynchronous responses from the backend, updating the UI in real time and applying changes to the active tab, all while working under tight time constraints.

EXPERIENCE

Project Team Member, Web Design Marketing (WEA)

May 24, 2024 – Aug. 20, 2024

University of Waterloo

Waterloo, ON

- * Designed and developed two engaging landing pages using Figma, enhancing user experience and visual design.
- * Demonstrated strong communication skills by effectively conveying ideas, fostering collaboration, and ensuring clarity in both verbal and written exchanges with team members and clients.
- * Conducted thorough keyword research to identify relevant search terms and trends for your industry, and analyze competitors' websites to understand their strategies, strengths, and gaps, which can inform your own SEO and content development.

Dreamhacks

Mar. 15, 2025 – Mar. 15 2025

Surrey

Canada, BC

- * Participated in a 12-hour hackathon, competing against multiple teams.
- * Worked under time constraints to design, develop, and pitch an innovative project.
- * Focused on solving a real-world problem related to volleyball communities and player networking.
- * Received the "Project with Most Potential" award, recognizing its innovation and future scalability.