Javier Deng Xu

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EDUCATION

Simon Fraser University   Burnaby, BC
Bachelors of Computer Science - Software Systems (Co-op)   *Present – 2028*

EXPERIENCE

Software Developer   September – Present
SFU Robot Soccer Club   *Burnaby, BC*

* **Developed** core software systems to support the robots behavior with **C++**.
* **Improved** path construction logic and **refactored** the **D* Lite** implementation for maintainability and correctness.
* **Integrated RVO2/ORCA** collision avoidance into the path-planning stack to reduce inter-robot collisions (ally/enemy).
* **Built** and **executed** unit/integration tests validating RVO integration and velocity outputs to prevent collisions.

StormHacks   October 2025 – October 2025
SFU Surge   *Burnaby, BC*

* Achieved the "**Safe Software Best Modern C++**" award competing against **200+ teams** at Western Canada's **largest** Hackathon event.
* **Integrated** an **AI** terminal assistant during a 24-hour hackathon, applying **C++ best practices** to deliver a command-line experience accessible to both beginner and advanced users.

Dreamhacks   March, 2025 – March, 2025
SystemHacks   *Surrey, BC*

* Received the "**Project with Most Potential**" award for innovation and scalability.
* Participated in a **12-hour hackathon**, developing a social mobile app for volleyball where I implemented post features.

PROJECTS

EasyChart | *GitHub Repository*   **React, Tailwind CSS, Node.js, Express.js, CI**

* **Implemented** seamless frontend-backend integration to ensure smooth communication between user interface and chart generation logic.
* **Built** and **optimized** backend server routes to handle user requests efficiently and support real-time data processing.
* Set up and configured **Continuous Integration** pipeline for the project using **GitHub Actions**, automating the build process of the application

SpikeConnect | *GitHub Repository*   **Javascript, React Native, Python, Selenium, Beautiful Soup**

* **Architected** and developed SpikeConnect, a comprehensive volleyball social network that connects players, facilitates game discovery, and enables tournament organization.
* 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.

Blog Post | *GitHub Repository*   **HTML/CSS, Javascript, Bootstrap, Node.js, Express.js, EJS**

* Built a blog platform with Node.js, Express.js, EJS, and Bootstrap, offering full CRUD functionality for post management (create, view, edit, delete).
* Enabled live preview of posts during creation and editing, giving users instant feedback on formatting.

TECHNICAL SKILLS

Programming Languages: Python, HTML/CSS, C/C++, Node.js, Javascript, Java
Frameworks/libraries: JQuery, React JS, Bootstrap, Tailwind CSS, Vite, Express JS, EJS, Flask, React Native
Developer Tools: VS Code, Cursor, Linux, Git, GitHub, Figma, Bash, GitHub Actions, Docker, Postman