



DONGJUE XIE

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PROFESSIONAL SUMMARY

Computer Science student graduating May 2026 with hands-on experience in Python and Java, focusing on backend systems, real-time networking, and client-server architectures.

Worked across frontend detection logic, backend services, and Linux server management in production-style projects, including AR/VR-assisted systems with UX-driven design considerations.

Collaborative problem-solver who values usability, system reliability, and maintainable software design.

EDUCATION

May 2026

Bachelor of Science - Computer Science
Temple University, Philadelphia, PA
● Expected Graduation: May 2026

PROJECTS

Project NewSight

Frontend Detection Developer, Backend Engineer, Server Administrator | Python, FastAPI, Computer Vision, Linux

Tech: Python, FastAPI, Computer Vision, Client-Server Architecture, Linux Server

Implemented real-time detection logic on the frontend, processing sensor/image input and displaying detection results for assistive navigation use cases.

Developed backend services using Python (FastAPI) to handle detection requests, data processing, and communication between client and server.

Designed and maintained a client-server architecture, ensuring reliable data exchange and low-latency response for detection workflows.

Deployed and managed backend services on a Linux server, including environment setup, service configuration, and runtime monitoring.

Collaborated with a multidisciplinary team to integrate detection, backend APIs, and frontend components into a cohesive system.

Multiplayer BrickBreaker Game

Logic Developer & Tester | Python, PyGame, Socket Programming

Designed and implemented core game logic, including collision detection, scoring systems, power-up behaviors, and multi-level progression.

Developed real-time multiplayer synchronization using Python sockets to maintain a consistent game state between the host and the client.

Integrated game logic with PyGame UI and networking modules using a modular, event-driven architecture.

Collaborated with a team using Git-based version control, contributing to code reviews and iterative improvements.

TECHNICAL SKILLS

Languages

Python, Java, C, Kotlin

Web & Backend

HTML/CSS, JavaScript, FastAPI

Systems & Networking

Linux Systems & Server Management, Deployment & Runtime Monitoring, Client-Server Architecture, Basic Server Security (firewall configuration, access control, service hardening)

Software Engineering

Data Structures & Algorithms, Object-Oriented Design, Software Design

Tools & Debugging

Git, Jira (issue tracking, sprint-based collaboration), Android Studio, Software Configuration & System Troubleshooting

EXPERIENCE

December 2019 - April 2024

System Technician / IT Manager

TAP Esports Center | Philadelphia, PA, USA

- Managed daily operations of 40+ public computers, including maintenance, networking, and software updates.
- Diagnosed and resolved hardware and software issues for customers.
- Gained hands-on experience with Windows OS, internet configurations, and basic LAN troubleshooting.
- Installed and maintained technical equipment for various industries.
- Evaluated new tools and technologies for potential implementation within organization.
- Assembled custom equipment according to client specifications.
- Troubleshot hardware, software, and basic network issues across Windows-based systems to maintain high system uptime.

May 2024 - Current

Driver

Safeguard Transportation | Philadelphia, PA - Pennsylvania

- Maintained reliable daily operations while balancing academic workload.
- Followed strict safety and scheduling requirements in a customer-facing role.

LANGUAGE

English
Fluent

Chinese
Native

Japanese
Conversational