

C. Aaron Demond

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PROFESSIONAL SUMMARY

Computer Science graduate with hands-on experience developing and maintaining Java desktop and full-stack applications across mature codebases and Linux environments. Skilled in object-oriented design, client-server integration, REST APIs, automated testing, debugging, and technical documentation. Experienced in analyzing system behavior, implementing changes safely, and troubleshooting production issues.

EDUCATION

Bachelor of Science in Computer Science | Saint Mary's University, Halifax, NS | 2026

TECHNICAL SKILLS

Languages: Java, Python, C, Bash, JavaScript, SQL, HTML/CSS

Frameworks / Libraries: Java Swing, RuneLite API, Django, FastAPI

Tools / Platforms: Git, Gradle, Linux, PostgreSQL, cron

Systems Engineering: Requirements analysis, systems integration, interface design, verification and validation, data analysis and reporting, change-impact analysis, root-cause investigation, technical documentation

Software Engineering: Object-oriented design, software architecture, client-server systems, REST API design and integration, unit and integration testing, debugging

RELEVANT EXPERIENCE

GE Tools - Full-Stack Developer

2025 - Present

- Designed and integrated a client-server market-analysis system connecting third-party pricing APIs, scheduled Python ingestion jobs, PostgreSQL storage, FastAPI REST endpoints, and user-facing web tools.
- Defined and validated data-processing rules for historical prices, statistical indicators, portfolio tracking, and alerts, including missing-data handling and minimum sample requirements.
- Investigated API, data-quality, database, and scheduling failures across a Linux-hosted environment and documented system interfaces, configuration requirements, and implementation changes.

TileRacer - Java Plugin Developer

2026 - Present

- Integrated a Java plugin and deployed it with the mature RuneLite desktop client to deliver a real-time multiplayer racing game, conforming to established APIs, client-thread requirements, dependency patterns, and contribution standards.
- Designed and implemented synchronized game-state handling allowing users to play concurrently. Managed independent client instances, including host-controlled sessions, invite flow, concurrent updates, and consistent mechanics so all participants experience identical conditions with no client-side randomness.
- Built interactive level-creation tools with export/import support and creative gameplay modifiers, then verified correctness through edge-case testing and regression checks to protect existing client behavior.

PROFESSIONAL EXPERIENCE

PDSquirrel - Full-Stack Developer

04/2014 - 09/2016

- Developed the majority of a production Django application for delivering professional development sessions, translating business requirements into workflows spanning the JavaScript interface, backend, database, and third-party services.
- Designed and implemented a browser-based audio recording and editing system, coordinating browser APIs, user interface state, data storage, and backend workflows.
- Maintained the Linux production environment and diagnosed issues across browser, application, database, and third-party service layers.

ADDITIONAL EXPERIENCE

Copy and Print Associate, Staples (03/2021 - 11/2021) | IT Technician, Geek Squad (07/2013 - 02/2014) | Sales Associate, Best Buy (04/2012 - 07/2013)

PERSONAL INTERESTS

Formula 1, Hockey, and Music.