

AIDEN FAN

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EDUCATION

Carleton University

Ottawa, ON

Bachelor of Computer Science, Minor in Business | 3rd Year | CGPA: 10.2

Expected May 2026

Relevant Courses: Data Structures and Algorithms (Java), Software Engineering (C++), Database Management Systems, Web Application Development, Systems Programming

EXPERIENCE

Employment and Social Development Canada (ESDC)

Gatineau, QC

Software Developer/Programmer

May 2024 – Present

- Designed and deployed service applications for the Canadian Dental Care Plan's (CDCP) CRA assessment service, boosting robustness and performance.
- Developed REST API features using Apache Camel and Spring Boot in Java while using Maven as the primary testing tool, reducing bug reports and enhancing software reliability.
- In progress of enhancing department-wide back-end admin infrastructure, increasing admin control and flexibility within the program.
- Collaborated with development and operations teams to troubleshoot deployment/implementation issues, thereby cultivating cross-functional team cooperation and communication.
- Utilized Atlassian products (Jira, Confluence) and Azure DevOps for version control in a collaborative Agile Scrum team environment, ensuring quality and accuracy in meeting project timelines.

PROJECTS

Mixtape Maker | *iTunes Search API, SQLite, JavaScript, HTML/CSS, Node.js, Express.js,*

- Developed a full-stack web application for users to create customized playlists of music.
- Implemented SQL to save and store user-specific playlists to the database, allowing for more functionality in the application.
- Used HTML/CSS for front-end aspects while leveraging Node.js and Express.js for robust back-end functionality.
- Integrated iTunes Search API with the back-end server, facilitating access to all possible songs released, enhancing user flexibility in playlist

Pokémon | *Java, Swing (Java), JavaFX, Apache Netbeans*

- Applied multi-threading to enable the random spawning of Pokémon while the user roams, increasing performance efficiency.
- Implemented a fighting function for battling other Pokémon, producing greater game capabilities.
- Engineered an interactive and intuitive GUI using Java Swing, thereby enhancing UX.

Phantom Hunt Simulation | *C, Linux, Makefiles, Valgrind*

- Improved throughput with multi-threading, allowing for ghost and hunter threads to function simultaneously.
- Developed multiple functionalities for the hunters and the ghost, resulting in a complete simulation.
- Utilized Valgrind to effectively debug while augmenting productivity to ensure a timely and accurate simulation.

CERTIFICATIONS

Introduction to Cloud Computing | IBM

June 2023

DreamLaunch | DreamLinked

July 2023

- Participated in a 48-hour startup weekend where business ideas are brought to life and earned 3rd place.
- Collaborated with two team members to build a creative AI startup that utilizes AI agents in the workplace, improving productivity and business operations by 40%.
- Successfully created and pitched the business model to founders and employees of startups.

TECHNICAL SKILLS

Languages: Java, Python, C/C++, JavaScript, C#, SQL (Postgres)

Technologies: RestAPI, HTML/CSS, Node.js, Express.js, PostgreSQL, SQLite, Excel

Frameworks: Apache Camel, Maven, Spring Boot, JavaFx, Swing

Development: Atlassian, Azure, Postman, SoapUI, Jira, Agile, Scrum, Linux, Git