

NICHOLAS POULIEZOS

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Projects

Paint Drop Simulation (2024)

Technologies: C#, MonoGame, .NET 6, Visual Studio, Git, GitLab CI

- Simulated realistic paint drop behavior with splashes and fractal patterns.
- Enhanced expertise in MonoGame for 2D rendering, .NET 6 for backend logic, and CI/CD pipelines using GitLab.

Medical Application (2024)

Technologies: Python, Flask, Oracle SQL, Git

- Created a web app for appointment booking and doctor-patient note management.
- Learned Oracle SQL schemas, Flask for RESTful API development and JWT-based authentication.

Work Experience

Data Entry Specialist (2022–2024)

CHUM, Breast Cancer Research Group | Montreal, CA

- Managed patient data entry with accuracy and efficiency.

Education

DEC Computer Science Technology Dawson College (May 2021–2025)

Extra-Curricular

Game Jam (March 2024)

Won a Scholarship

- Collaborated to create "Buffer Breakfast" using Godot engine.

Skills

Programming Languages

C#, Python, JavaScript, Kotlin, GDScript, JDBC, Java, SQL, P/SQL, Jinja

Software Tools

Visual Studio, VS Code, Linux Ubuntu, Godot, Android Studio, Oracle SQL Developer, AWS

Frameworks

Flask, React, Avalonia, Entity Framework, Node.js, MonoGame