

Nicholas Foti

0439 768 299
nickfoti@hotmail.com

Computer Science Undergraduate Student | [LinkedIn](#) | [GitHub](#) | [Portfolio](#)

Determined Computer Science student with a focus in Software Engineering, eager to leverage theoretical knowledge and fast-learning abilities in a professional setting. Seeking a stimulating and challenging opportunity to apply skills and gain practical experience in the industry.

EDUCATION

Joondalup, WA	Edith Cowan University	Jan 2022 - Current
<ul style="list-style-type: none">Bachelor: Computer ScienceKey Subjects: Data Structures and Algorithms, Computer Security, Computer Fundamentals, Applied Communications.	Major: Software Engineering	GPA: 3.875

PROJECTS

Personal Website: <https://nfotiportfolio.netlify.app> (For additional information and live demo projects)

BST & AVL Tree Visualiser | [GitHub](#)

- Developed an application using Python that allows the user to create and manipulate their own Binary Search Tree (BST) and AVL tree data structure.
- Used Python for algorithm design, focusing on tree operations such as insertions, deletions, and balancing.
- Used graphical visualisation techniques to dynamically represent tree structures, enhancing understanding of tree algorithms.
- Utilised: Python, Object Orientated Programming, Data Structures, Algorithms, Graphical visualisation.

YouTube Media Converter | [GitHub](#)

- Created a web application that allows the user to convert any YouTube video into either a .MP3 or .MP4 file.
- Leverages APIs to fetch video data from YouTube and facilitate the conversion process.
- Utilised: JavaScript, EJS, CSS, Node.js, API Integration, Multimedia processing.

Conway's Game of Life | [GitHub](#)

- Implemented Conway's Game of Life using Lua on the Solar2D game engine.
- Used Lua programming to create dynamic, interactive simulations of cellular automaton principles.
- Designed a user-friendly mobile interface allowing for real-time interaction and observation of cell evolution according to Conway's rules.
- Utilised: Lua, Solar2D, Algorithms, Game development, User interface design.

EMPLOYMENT

Store Manager	Gidge Grog Bottle-O	Oct 2019 – Current
<ul style="list-style-type: none">Worked effectively in a team, utilising strong communication skills to coordinate and support staff members throughout daily tasks.Effectively managed customer relations, assisting with problems daily and achieving resolutions.Trained and managed previous employees on the technology systems, customer service and required work.Helped to derive solutions to store problems with senior management that led to a faster store closure for all employees.		

SKILLS

Software & Tools: (*proficient*): Python, JavaScript, EJS, Lua, C++, HTML, CSS, Git. (*familiar*): Java, SQL, Matlab,

Soft Skills: Leadership & Team Collaboration, Effective Communication, Critical Thinking, Problem-solving, Willingness to learn, Proactive Initiative, Attention to Detail, Proven Reliability, Hardworking.