

# Nicholas Foti

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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"><li><b>Bachelor:</b> Computer Science</li><li><b>Key Subjects:</b> Data Structures and Algorithms, Computer Security, Computer Fundamentals, Applied Communications.</li></ul> | <b>Major:</b> Software Engineering | <b>GPA:</b> 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"><li>Worked effectively in a team, utilising strong communications skills to coordinate and support staff members throughout daily tasks.</li><li>Effectively managed customer relations, assisting with problems daily and achieving resolutions.</li><li>Trained and managed previous employees on the technology systems, customer service and required work.</li><li>Helped to derive solutions to store problems with senior management that led to a faster store closure for all employees.</li></ul> |                     |                    |

## 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.