

Nicholas Foti

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Junior Software Engineer |  [LinkedIn](#) |  [GitHub](#) |  [Portfolio](#)

A computer science graduate focused on software engineering, driven to make an impact in the tech industry. With a strong problem-solving foundation and a quick-learning mindset, I'm ready to apply my skills to real-world projects. I'm eager to join a dynamic environment where I can grow and contribute to impactful, innovative solutions.

EDUCATION

Joondalup, WA	Edith Cowan University	Jan 2022 – Nov 2024
<ul style="list-style-type: none">Bachelor: Computer ScienceMajor: Software EngineeringGPA: 3.875		
<ul style="list-style-type: none">Relevant Courses: Data Structures and Algorithms, Computer Security, Applications Development, Foundations of Software Engineering, Object-oriented Analysis and Design, Systems and Database Design.		

EMPLOYMENT

Software Developer Internship	Redi Software	Jul 2024 – Nov 2024
<ul style="list-style-type: none">Developed and optimized Azure function API connectors using C# to seamlessly integrate external third-party systems, enabling automated data ingestion, transformation, and visualization on user dashboards.Enhanced data workflows by leveraging Azure Functions, Queues, and Key Vault to automate and secure the entire data processing pipeline, improving task execution efficiency.Designed and optimized SQL database structures to store API connector configurations, ensuring scalable and performant data retrieval, with improvements in query speed.Collaborated closely with senior developers to troubleshoot complex API integration issues, implementing fixes and performance enhancements that reduced latency and improved overall system reliability.Drove process improvements by identifying bottlenecks in the API workflow, proposing and implementing solutions that increased data processing throughput		

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 to dynamically represent tree structures, enhancing understanding of tree algorithms.
- Utilised: Python, Object Oriented 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 – Mobile App | [GitHub](#)

- Implemented Conway's Game of Life into a mobile application using Lua on the Solar2D game engine.
- 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.

SKILLS

Software & Tools: (*proficient*): C#/.NET, SQL, Python, JavaScript, Node.js, HTML, CSS, Git, Azure, React

(*familiar*): Java, Matlab, Ruby, Ruby on Rails, Lua, C++.

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