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**

- **Bachelor:** Computer Science   **Major:** Software Engineering   **GPA:** 3.781

- **Relevant Courses:** Software Testing, Systems and Database Design, Data Structures and Algorithms, Computer Security, Applications Development, Foundations of Software Engineering, Object-oriented Analysis and Design.

EMPLOYMENT

Software Developer Internship   **Redi Software**   **Jul 2024 – Nov 2024**

- 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.
- Documented technical processes and solutions, contributing to a knowledge base for future issue resolution.
- Conducted testing and deployment of updated workflows, ensuring seamless functionality and client satisfaction.

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, React, Node.js, HTML, CSS, Git, Azure, PostgreSQL

(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, Adaptability.