Nicholas Foti

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Computer Science Student | in **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

- **Bachelor:** Computer Science   **Major:** Software Engineering   **GPA:** 3.875

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

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

- 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, Node.js, Lua, C++, HTML, CSS, Git, VS Code.

(familiar): Java, SQL, Matlab, C, Ruby, Ruby on Rails.

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