Nicholas Foti

Perth, WA
0439 768 299
nickfoti@hotmail.com

Junior Software Engineer | 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 gained skills and acquire practical experience in the industry.

EDUCATION

Joondalup, WA	**Edith Cowan University**	**Jan 2022 - Current**

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

- **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 Intern	**Redi Software**	**Jul 2024 – Current**

- Developed Azure function API connectors using C# to integrate with external third-party companies, pulling, processing, and manipulating the required data to display on user dashboards.
- Streamlined data workflows with Azure services, including Azure Functions and Queues, to automate data processing tasks.
- Worked with SQL databases to design and store API connectors, ensuring efficient data retrieval and storage for application workflows.
- Collaborated with senior developers to troubleshoot and enhance API workflows, contributing to a more efficient data pipeline.

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 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 | [GitHub](#)

- Implemented Conway's Game of Life 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, SourceTree, Azure

(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.