

Nicholas Bonello

Software Engineer | Full-Stack Developer

nicholas.e.bonello@gmail.com • nick-eb.dev • github.com/hadobedo • (647) 327-0135 • Toronto, ON

EXPERIENCE

FunkiniOS – [GitHub](#)

Side Project – Creator – March 2021

- Ported open-source game *Friday Night Funkin'* to iOS by adapting and optimizing its HaxeFlixel codebase for mobile platforms.
- Achieved up to 70% RAM reduction through custom asset compression and texture atlas generation techniques.
- Developed and maintained both native iOS app and web version with automated CI/CD deployment via GitHub Actions.

University Library Management System (PoC) – [GitHub](#)

University Project – Team Lead – April 2024

- Led and completed development of a Java desktop application for university library inventory and course enrollment management system.
- Implemented user authentication, role-based access control, and course/rental management utilizing layered architecture and common software design patterns.
- Collaborated with team members to deliver a fully functional GUI-based proof of concept.

Myrrient-Downloader-GUI – [GitHub](#)

Side Project – Creator – May 2024

- Built cross-platform Python GUI application for automated software downloading and processing from a website/server lacking a proper API.
- Implemented automatic dependency management with a focus on user-friendliness and a hassle-free setup.
- Tested and ensured cross-platform compatibility across Windows, macOS, and Linux.

Technical Blog/Portfolio – nick-eb.dev

Personal Website/Portfolio – Present

- Author tutorials and guides specializing in Linux troubleshooting, VFIO/KVM GPU passthrough for virtualized Windows guests on Linux and other related software/hardware projects.
- Document development and troubleshooting processes through project devlogs, sharing insights and problem-solving approaches.
- Provide scripts and configuration files with detailed explanations of implementation decisions and problem-solving methods.

EDUCATION

York University

Hons. BSc. Computer Science – April 2026 (expected) – Toronto, ON

- Excelled in core computer science topics including courses in Software Design & Development, Database Systems, Algorithms & Data Structures, Operating Systems, User Interface Design, E-Commerce Systems, and Mobile Communications.
- Regularly assumed leadership roles in group projects, demonstrating ability to guide teams and deliver results.

SKILLS

- Java
- Python
- C
- HTML/CSS
- JavaScript
- React/Vue/Angular
- Git
- SQL & Database Design
- REST APIs
- Docker/Kubernetes
- Agile/Scrum Development
- Linux (advanced)
- Object-Oriented Programming