

# Nicolas Catania

Moreno, Buenos Aires, Argentina | nicolas20032401@gmail.com | [LinkedIn Profile](#) | [GitHub Profile](#)

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## Skills

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C, Java 21, Spring Boot, Angular 18, HTML, CSS, Algorithms, Data Structures, OOP, Git, MySQL, MSSQL, Backend, Junit 5, Unit Testing, Linux, Microsoft Office, Systems analysis, UML, IntelliJ, VS Code, Eclipse IDE, English (Advanced), Spanish (Native)

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## Summary

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Computer engineering student, 21 years old with over 3+ years of programming experience across multiple languages like C. Currently specializing in backend development with Java and Spring Boot, focusing on design patterns, object-oriented programming best practices, and the development of RESTful APIs. Additionally, experienced in building web applications using Angular 18.

I am seeking an internship in the IT sector, specifically in backend development. Eager to gain valuable hands-on experience, contribute to meaningful projects, and enhance my skills as a professional in a dynamic and challenging environment.

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## Education

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**National university of La Matanza** | *Bachelor of computer science* *La Matanza, Buenos Aires* | **03.2021 - Present**

- Relevant Coursework: **Algorithms and Data Structures, Systems Analysis and Programming Paradigms**

**Ministry of Economy of Argentina** | *Full Stack programming course* *Online* | **Completed 6.2022**

- Covered foundational OOP programming concepts, and advanced technologies, Java, Spring Boot and Angular.

**Amancio Alcorta Institute** | *High School Diploma, Social Sciences* *Moreno, Buenos Aires* | **Graduation 12.2020**

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## Projects

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**Products API** | RESTful API that manages multiple endpoints to simulate a products store, I used Java 21 and Spring Boot, with spring security, role and JWT authorization, see [GitHub](#) ReadMe for more information.

**Wizard Battle simulator** | Collaborative class project developed with Java and Prolog to simulate a battle between wizards and dark wizards. Implemented design patterns such as Composite and Strategy to structure the game logic, while leveraging Prolog for simple decision-making processes. Achieved 50% test coverage through comprehensive unit testing. See [GitHub](#) for source code.

**C games** | I programmed two classic games in pure C, Hangman game and Tic Tac Toe. [Repository](#).

**Strclib** | A simple string handler library written in C with encryption functions. The MAIN OBJECTIVES where to build a simple shared library to use in Python and to do professional documentation (I used sphinx with myst-parser). [Repository](#).

**PassGen** | Basic password generator, coded in python but using the Strclib for better performance, and practice the connection between python a C, using Caesar encryption. [Repository](#).