



Personal Website

# Vincenzo Barager

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LinkedIn

## EDUCATION

**Florida Institute of Technology, Melbourne, Florida**

B.S. Computer Science Major

- 3.28 GPA
- **Honors and Awards:** Florida Medallion Scholarship, Dean's List (Fall 2022, Spring 2023, Fall 2023, Spring 2025)
- **Relevant Courses:** Algorithms & Data Structures II, Fundamentals of Software Development II, Computer Organization & Machine Programming, Programming Language Concepts, Formal Languages & Automata Theory, Operating Systems Concepts, Computer Arch & Assembly, Software Design Methods, Intro to Ana of Algorithms, Computer Networks, Software Testing

## SKILLS

**Applications:** GitHub, Visual Studio Code, Unity, MS Office, Blender, Tauri, Godot

**Programming Languages:** Java, Python, C#, x86 Assembly, JavaScript, HTML, CSS

**Operating Systems:** Windows, Unix, Linux

## PROJECT EXPERIENCE

**FIT AR Navigation App (FITARNA) – Senior Design Project (Sept 2025 – Present)**

- Developing a mobile AR navigation app using Unity, Vuforia Engine, C#, integrating camera-based tracking and device sensor data.
- Implementing real-time indoor AR navigation using multi-floor routing (A\*), self-guided AR tours, and interactive AR pop-ups for points of interest across multiple floors.
- Producing core project documentation, covering system architecture, requirements, and test plans to support development.

**MyMangaReader - Web App (May 2025 – Present)**

- Collaborating on a full-stack manga tracking website using Next.js for frontend, Node.js/Express for backend, MongoDB for database, and Docker for containerization.
- Integrated Kitsu API to allow users to search, add, and rate manga entries on the user's list.

**Rhythm Runner - Unity Game (July 2025 – Nov 2025)** <https://tyler-win.itch.io/rhythm-runner>

- Co-developed a 2D rhythm game using the Unity game engine.
- Responsible for gameplay scripting, level design, animations, and asset creation/integration.
- Implemented optimized update loops to improve performance in C#/Unity.

**Assembly Casino Game (April 2025)** <https://github.com/Dvizee/Assembly-Casino-Game>

- Developed an interactive casino simulator in x86 Assembly with use of the Irvine32 library.
- Created two playable games: Slot Machine and Roulette, with dynamic ASCII rendering, animation, and scoring logic.
- Implemented game state transitions, balance tracking, user input handling, and payout calculations.

**SynthLog - Notebook Web App (Sept 2024 – Dec 2024)** <https://github.com/jacobhallburns/SynthLog>

- Collaborated on the development of a notebook application for managing and organizing notes.
- Used JavaScript for core functionality, Rust with Tauri framework for backend logic, CSS for the user interface, and HTML for structuring web application content.
- Worked as part of a team to plan the project timeline, add functionality, and troubleshoot issues.

#### Course Scheduling Program (Feb 2024)

- Developed a program that brute forces all possible course schedules using recursion and array lists to find the best possible schedule.
- Optimized and displayed all time conflicts in the best possible outcome.

#### Inventory Simulation (Jan 2024)

- Created a program in Java to create and manipulate product inventory for specified sellers.
- Developed a specialized linked list data structure to aid in simulation.

#### Club Developed Game (2024)

- Contributed to the creation of a PC top-down, rogue-like game using the Godot game engine.

### WORK EXPERIENCE

#### **Copy Center, Florida Tech, Melbourne, Florida**

Sept 2025 – Dec 2025

##### *E-Commerce Assistant*

- Help develop and manage University's web-to-print portal, including troubleshooting site issues, updating HTML/CSS-based content, and configuring products to enhance user experience.
- Write concise SOPs enabling staff to perform routine edits.

#### **Rathskeller, Florida Tech, Melbourne, Florida**

Sept 2023 - May 2025

##### *Crew Member*

- Displayed a high level of responsibility and reliability in performing managerial duties.
- Demonstrated excellent customer service while completing orders in the campus eatery.