Vincenzo Barager

(239) 224-9684 | vincenzobarager@gmail.com | linkedin.com/in/vincenzo-barager |
vincenzo-portfolio.vercel.app/

EDUCATION

Florida Institute of Technology, Melbourne, Florida
B.S. Computer Science Major

- 3.25 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 Architecture & Assembly, Software Design Methods

SKILLS

Applications: GitHub, Visual Studio Code, MS Office, Unity, 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.
- Produced 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 - Present

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.