Nik Barbero

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OBJECTIVE:
Seeking a game design co-op using strong programming skills in Java, C#, and Unity. Available May 2020 – August 2020.

EDUCATION:
Rochester Institute of Technology (RIT)   Expected December 2021
Bachelor of Science, Game Design and Development   **GPA: 3.72**
Related Courses: Game Web Tech (HTML, CSS), Interactive Media Development (Unity, C#), Game Design & Development I, Game Dev for Programmers (Unity, C#)

SKILLS:
Programming Languages: C#, Java, C++, HTML, CSS
Tools: Unity, Visual Studio 2019, Git, MS Word

PROJECTS:
Merlin's Revenge (Personal Project)   January 2020 – Present
- Designing and developing a 2D, roguelike platformer using C# in Unity

Entity-Component System Game (Academic Project)   December 2019
- Created a 2-player 3D game using Unity's cutting-edge entity-component system
- Developed and implemented several movement and scoring mechanics

Smash Bros. Website (Academic Project)   October 2019
- Designed and developed HTML and CSS for an interactive website focused on Super Smash Bros. Melee and its competitive scene

WORK EXPERIENCE
Debbie's Supply Inc.   August 2014 – Present
Cashier, Floor Worker   Rochester, NY
- Assist customers with finding items, purchasing transactions, and general hardware advice
- Train new cashiers using a defined and proven training method

ACCOMPLISHMENTS
Hearthstone Masters Tour Arlington   January 2020
Top 32   Arlington, TX
- Competed against the best players in the world in a high-pressure environment to a top 10% finish
- Established a network of players to practice and brainstorm with

Tespa Collegiate Hearthstone Championship   Sept. 2019 – Dec. 2019
Top 16
- Captained a team of two peers and myself to a top 5% finish