

Nik Barbero

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OBJECTIVE:

Seeking a software engineering position using strong programming skills in JavaScript, and C#. Available starting December 2025.

EDUCATION:

Rochester Institute of Technology (RIT) Graduated May 2022
Bachelor of Science, Game Design and Development **GPA 3.93**
Related Courses: Web App Dev II (JavaScript), Game Web Tech (JavaScript), Game Design & Development II (Unity, C#), Level Design

SKILLS:

Frameworks: Vue, Vuetify, React, MUI

Programming Languages: JavaScript, C#, HTML/CSS, C++, Java

Tools: Visual Studio, GitHub Copilot, Git

PROJECTS:

Pokémon TCG Search App (Personal Project)

November 2025 - Present

Sole Developer

- Built a web application to search and explore Pokmon Trading Card Game cards
 - Implemented a user-friendly search experience for finding cards by various attributes
 - Designed a clean, responsive interface for desktop and mobile users

Emoji Mini-Games App (Personal Project)

July 2025 - August 2025

Sole Developer

- Built a web app with React.js, using state and component-based design
 - Developed multiple mini-games with intuitive designs using emojis as the core assets
 - Created the app to strengthen my understanding of React.js through hands-on practice

WORK EXPERIENCE

Osmose Utilities Services

January 2022 - July 2025

Software Engineer

- Developed features for several web applications using JavaScript and Vue.js
 - Maintained back-end code in C# and created RESTful API endpoints to manage database information
 - Thrived in an Agile environment with a small team of developers and testers