

# Nik Barbero

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[nfb1799.github.io](https://nfb1799.github.io)

## OBJECTIVE:

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

## EDUCATION:

### **Rochester Institute of Technology (RIT)**

*Bachelor of Science, Game Design and Development*

Graduated May 2022

**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 Pokémon 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