

Nik Barbero

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nfb1799.github.io/portfolio

OBJECTIVE:

Seeking a software engineering position using strong programming skills in JavaScript, and C#. Available starting November 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#, C++, Java

Tools: Visual Studio, GitHub Copilot, Git

PROJECTS:

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

Blob-Blob Game (Group Project)

February 2021 - August 2021

Sound Designer, Programmer

- Collaborated with several classmates to create a 2D puzzle game in Unity
- Designed and implemented puzzle mechanics such as switches, pitfalls, and doors
- Gathered appropriate sound assets and implemented them dynamically in Unity

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