

Nik Barbero

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nfb1799.github.io/portfolio

OBJECTIVE:

Seeking a web development position using strong programming skills in Vue, JavaScript, and C#. Available starting August 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

Programming Languages: JavaScript, C#, C++, Java

Tools: Visual Studio, Copilot, Git

PROJECTS:

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

Snake Game (Academic Project)

March 2021

- Developed a snake game using JavaScript and Canvas API
 - Implemented game mechanics and animations using ES6 Modules

WORK EXPERIENCE

Osmose Utility 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 API endpoints to manage database information
 - Thrived in an Agile environment with a small team of developers and testers