Nik Barbero

(585) 472-0745 | nikbarbero@yahoo.com
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, React, MUI
Programming Languages: JavaScript, C#, C++, Java
Tools: Visual Studio, Copilot, Git

PROJECTS:

Emoji Mini-Games App (Personal Project)   July 2025 - Present
Sole Developer
- Built a web app using 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 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