

Nik Barbero

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nfb1799.github.io/portfolio

OBJECTIVE:

Seeking a game design position using strong programming skills in JavaScript, C#, and Unity. Available starting September 2023.

EDUCATION:

Rochester Institute of Technology (RIT)

Graduated May 2022

Bachelor of Science, Game Design and Development

GPA 3.93

Related Courses: Game Design & Development II (Unity, C#), Web App Dev II (JavaScript), Game Web Tech (JavaScript), Level Design

SKILLS:

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

Tools: Unity, Visual Studio, 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 including movable objects, 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 - Present

Software Engineer

- Develop features for several web applications using JavaScript and Vue.js
- Maintain back-end code in C# and create API endpoints to manage database information
- Thrive in an Agile environment with a small team of developers and tester

ACCOMPLISHMENTS

Hearthstone Masters Tour Competitor

January 2020 - August 2022

- Competed in 8 global invitational tournaments among the best players in the world
- Finished as high as top 10% in a high-pressure, constantly changing environment