NICO AROCA

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Nico Aroca is a Brooklyn-based software engineer who blends creativity with technical depth to build thoughtful, expressive, and technically robust digital experiences. With a background spanning web development, low-level graphics programming, and digital design, Nico brings versatility and care to every project.

Known for curiosity, creativity, and adaptability, Nico thrives in collaborative environments and loves turning ideas into polished, user-centered projects. Whether working in JavaScript, C++, or design tools like Figma and Aseprite, Nico brings a balance of technical skill and artistic sensibility to every team.

Technologies

Languages: **JavaScript**, **TypeScript**, HTML5, CSS3, Sass, Python, **C++**, C, SQL

Frameworks & Libraries: **React**, Express, Knex, Node.js, Tailwind, SDL, OpenGL

Tools & Platforms: Git, **GitHub**, **Linux**, VSCode, CMake, Postman, Slack, Figma, Aseprite, Adobe Illustrator, Photoshop

SOFTWARE PROJECTS

- **PrismGL** – A desktop application that renders a 3D prism using C++ and OpenGL. Built a custom rendering engine with shaders, buffers, and a lightweight rendering loop.
- **PEAR** – A full-stack web app connecting low-income families with enrichment opportunities. Led the team from ideation to launch; built user authentication, PostgreSQL integration, and a responsive React + Sass frontend.
- **Recipe Wizard** - A front-end web app that suggests recipes based on available ingredients. Integrated external APIs for dynamic data fetching and crafted an engaging, user-friendly interface with HTML, CSS, and JavaScript.
- **Palette Picker** – A web-based color palette generator that lets users create, save, and manage palettes in the browser using local storage and vanilla JavaScript.

Work Experience

Character Design Intern
Creative Art Works

I'm ready to be hired and searching for a great job!

EDUCATION

The Marcy Lab School - Software Engineering Fellowship