NICO AROCA

Full-stack Software Engineer

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PROJECTS

[EventXchange](#) - Full-stack Web App   *(Jun 2025 – Jul 2025)*

A platform for hosting and discovering local events, built during a freeCodeCamp Summer Hackathon.

- Built a full-stack MERN app enabling users to create, manage, and RSVP to community events.
- Designed responsive React components with TailwindCSS for intuitive event scheduling and browsing.
- Developed secure RESTful API endpoints for event CRUD operations and user authentication.
- Collaborated on a 10-person agile team during the hackathon to deliver a functional prototype.

[PrismGL](#) - C++ OpenGL App   *(Jun 2024 – Sep 2024)*

A cross-platform application that demonstrates a deep understanding of low-level graphics programming.

- Built a lightweight 3D rendering engine in C++ and OpenGL from scratch.
- Designed core rendering pipeline with shader compilation, buffer binding, and loop timing logic.

[PEAR](#) - Full-stack Web App   *(Apr 2024 – May 2024)*

An app engineered to streamline access to enrichment opportunities for low-income families.

- Engineered full-stack app with React, Sass, Node.js, and PostgreSQL to connect families with programs.
- Designed secure auth flows and a normalized schema for comments, program and user management.
- Developed responsive React components with Sass, prioritizing accessibility and layout consistency.
- Led a 3-person agile team, applying feedback for iterative improvements from planning to deployment.

[Breed Guesser](#) - Front-end Web App   *(Mar 2024 – Apr 2024)*

A playful dog-themed app with interactive image-based games that boosts user engagement and retention.

- Built a responsive React app that integrates an API to dynamically search and render dog breed images.
- Developed multiple interactive games, including a breed quiz, a memory match game, and sliding puzzle.

[Recipe Wizard](#) - Front-end Web App   *(Jan 2024 – Feb 2024)*

A recipe search tool that suggests meals based on available ingredients.

- Built a responsive front end with HTML, Sass, and JavaScript to suggest meals from available ingredients.
- Integrated third-party API to dynamically fetch and render recipe data and images.

EXPERIENCE

Software Engineer (Volunteer)   *(Jun 2025 – Present)*

Hedgehog Technical Institute

- Shipped a production-ready website for a 300+ user community using React, TypeScript, and TailwindCSS.
- Improved and maintained phpBB community forums, introducing UI enhancements and interactive features to increase community activity.

G-SWEP Mentee (Google Software Engineering Program)   *(Oct 2024 – Dec 2024)*

Google

- Selected for Google's mentorship program; received weekly 1:1 guidance from a Google software engineer focused on data structures, algorithms, and collaborative problem-solving.

Software Engineer Capstone Project Intern   *(Jun 2024 – Sep 2024)*

The Marcy Lab School

- Completed a 10-week simulated internship under agile conditions, and delivered a real-time 3D rendering app in C++ and OpenGL.
- Demonstrated autonomy and rapid skill growth while architecting a full graphics pipeline from scratch.

TECHNOLOGIES

Frontend: JavaScript, TypeScript, React, Next.js, HTML5, CSS3, Sass, TailwindCSS, phpBB
Backend: Node.js, Express, PostgreSQL, MongoDB, C#, ASP.NET
Other: C/C++, Python3, SDL, OpenGL, Bash
Tools: Git, GitHub, VSCode, Rider, Linux, CMake, Slack, Figma, Aseprite, Postman, Insomnia, Photoshop, Illustrator

EDUCATION

The Marcy Lab School - Software Engineering Fellowship   *(Sep 2023 – Sep 2024)*

- Completed over 2,000 hours of coursework in full-stack development, computer science (CS) fundamentals, and leadership development.
- Gained hands-on experience building scalable applications with JavaScript, Node.js, React, and SQL.