



Vincenzo Barager

(239) 224-9684 | vincenzobarager@gmail.com | [linkedin.com/in/vincenzo-barager/](https://www.linkedin.com/in/vincenzo-barager/)
vincenzo-portfolio.vercel.app/



EDUCATION

Florida Institute of Technology, Melbourne, Florida

B.S. Computer Science Major | 3.28 GPA | Expected Summer 2026

- **Honors and Awards:** Florida Medallion Scholarship, Dean's List (Fall 2022, Spring 2023, Fall 2023, Spring 2025, Fall 2025)
- **Relevant Courses:** Algorithms & Data Structures II, Computer Organization & Machine Programming, Programming Language Concepts, Formal Languages & Automata Theory, Operating Systems Concepts, Computer Arch & Assembly, Software Design Methods, Intro to Ana of Algorithms, Computer Networks, Software Testing

SKILLS

Applications: GitHub, Visual Studio Code, Unity, MS Office, Blender, Tauri, Godot

Programming Languages: Java, Python, C#, x86 Assembly, JavaScript, HTML, CSS

Operating Systems: Windows, Unix, Linux

PROJECT EXPERIENCE

FIT AR Navigation App – Senior Project (Sept 2025 – Present) jacobhallburns.github.io/FITARNA/

- Developing a mobile AR navigation app using Unity, Vuforia Engine, C#, integrating tracking from device sensor data.
- Implementing real-time indoor AR navigation using multi-floor routing (A*), self-guided AR tours, and interactive AR pop-ups for points of interest across multiple floors.
- Producing core project documentation covering system architecture, requirements, and test plans to aid development.

MyMangaReader - Web App (May 2025 – Present) my-manga-reader-pi.vercel.app/

- Collaborating on a full-stack manga tracking website using Next.js for frontend, Node.js/Express for backend, MongoDB for database, and Docker for containerization.
- Integrated Kitsu API to allow users to search, add, and rate manga entries on the user's list.

Rhythm Runner - Unity Game (July 2025 – Nov 2025) tyler-win.itch.io/rhythm-runner

- Co-developed a 2D rhythm game using the Unity game engine.
- Responsible for gameplay scripting, level design, animations, and asset creation/integration.
- Implemented optimized update loops to improve performance in C#/Unity.

Assembly Casino Game (April 2025) github.com/Dvizee/Assembly-Casino-Game

- Developed an interactive casino simulator in x86 Assembly with use of the Irvine32 library.
- Created two playable games: Slot Machine and Roulette, with dynamic ASCII rendering, animation, and scoring logic.
- Implemented game state transitions, balance tracking, user input handling, and payout calculations.

SynthLog - Notebook Web App (Sept 2024 – Dec 2024) github.com/jacobhallburns/SynthLog

- Collaborated on the development of a notebook application for managing and organizing notes.
- Used JavaScript for core functionality, Rust with Tauri framework for backend logic, CSS for the user interface, and HTML for structuring web application content.
- Worked as part of a team to plan the project timeline, add functionality, and troubleshoot issues.

WORK EXPERIENCE

Copy Center, Florida Tech, Melbourne, Florida *E-Commerce Assistant* (Sept 2025 – Dec 2025)

- Help develop and manage University's web-to-print portal, including troubleshooting site issues, updating HTML/CSS-based content, and configuring products to enhance user experience.
- Write concise SOPs enabling staff to perform routine edits.

CLUBS & ORGANIZATIONS

Computer Science Networking Society *Outreach & Collaboration Liaison Role* (Spring 2026)

- Coordinated partnerships with campus organizations to plan collaborative technical and networking events.
- Managed outreach efforts to prospective members and contributed to promotional design materials.

FITSEC *Active Member* (Spring 2026)

- Participated in cybersecurity challenges and registered for the 2026 National Cyber League (NCL).

Game Development Club *Active Member* (Spring 2024 – Spring 2026)

- Contributed to the development of a PC top-down rogue-like game using the Godot engine.