Nicholas "Cole" Bennett

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Education

BS in Computer Science and Interactive Media and Game Development **May 2027**

Worcester Polytechnic Institute, Worcester, MA **GPA: 3.92**

Coursework: Object-Oriented Design, Technical Game Development, Discrete Math, Systems, Linear Algebra, Machine Organization, Operating Systems, Software Engineering

Achievements: Charles O. Thompson Scholar, Dean's List every semester

Technical Skills

Programming: Java, C, C++, C#, Typescript, HTML, CSS, Git, LaTeX

Software Dev Tools: VSCode, Webstorm, IntelliJ, GitHub

Softwares: Maya, Blender, Solidworks, ZBrush

Engines/Frameworks: Unity, Unreal Engine 5, React, Node.js

Relevant Experience

IndieCade Game Design Intern **June – July 2024**

IndieCade **Remote**

- Worked with a group of 8 as a programmer to create *Daydreams of Change* in Unreal Engine 5 for IndieCade's Climate Jam 2024
- Playtested and reviewed other jam submissions regularly

Projects

Covid Chase **May 2024 - Present**

Personal Project

- Created a 2D local-multiplayer Covid-themed tag game on Unity
- Programmed the game in C#

Programmed Dragonfly Game Engine and Developed Game **January - March 2025**

IMGD 3000 Technical Game Development

- Programmed Professor Mark Claypool's text-based game engine, *Dragonfly*, in C++ following his textbook
- Explored concepts such as different game managers, animation, timing, graphics, and the use of SFML
- Developed a simple tower defense game using the newly made engine with a partner

Mass Brigham & Women's Hospital Application **March 2025 – May 2025**

CS3733 Software Engineering in collaboration with Brigham & Women's Hospital

- I worked on a 10-person team to apply Agile development to create a web application prototype running on the cloud.
- The app was developed using the PERN stack with TypeScript, Prisma ORM, and Tailwind.
- The final application included hospital pathfinding, a map editor, service request modules, and a voice-activated UI.
- As Senior Front-End Lead Engineer, I oversaw the front-end development and app UI.
- As project manager, I managed tasks, coordinated the team, and kept members on track.

Additional Experience

Eagle Scout **March 2016 - June 2023**

Troop 114 Bedford **Bedford, MA**

- Planned and oversaw the construction and installation of 6 bat houses for my eagle project
- Led my troop as Senior Patrol Leader

Bruegger's Bagels and Jamba Juice Team Member **July - September 2021**

Bruegger's Enterprises, Inc. & Jamba Juice **Bedford, MA**

- Worked on the line with my coworkers to create smoothies and bagel sandwiches
- Resolved and handled customer interactions, inquiries, and issues

Activities

Upsilon Pi Epsilon (CS Honors Society), Ultimate Frisbee Team PR Chair, IMGD Colloquium, Outing Club