Nicholas "Cole" Bennett

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Education

B.S in Computer Science   **May 2027**
B.S in Interactive Media and Game Development   **GPA 3.94**
Worcester Polytechnic Institute, Worcester, MA

Coursework: Software Engineering, Object-Oriented Design, Technical Game Development, Intro to AI, Linear Algebra, Operating Systems, Discrete Math, Systems

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

Technical Skills

Programming: Javascript, Typescript, Git, Java, C++, C, C#, Python, HTML, CSS, LaTeX
Software Dev Tools: VSCode, Webstorm, IntelliJ, GitHub
Softwares: Maya, Blender, Solidworks, ZBrush
Engines/Frameworks: Unity, Unreal Engine 5, React, Node.js

Relevant Experience

Software Engineering Intern   **June 2025 - August 2025**
Black-I Robotics   **Boston, MA**

- Developed a robot fleet dashboard with live statuses, admin features, and authorization.
- Implemented data tracking with MongoDB Atlas and formed structured logs.

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

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

- Worked on a 10-person team to apply Agile development to develop a web app using the PERN stack with TypeScript, Prisma ORM, and Tailwind.
- The application included hospital pathfinding, a map editor, service request modules, and a voice-activated UI.
- Oversaw the front-end development and app UI as Senior Front-End Lead Engineer.

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

- Programmed a text-based game engine, *Dragonfly*, in C++.
- Explored concepts such as different game managers, animation, timing, graphics, and SFML.
- Developed a simple tower defense game using the newly made engine with a partner.

Parallelized Raytracing   **February 2025**

- Invoked multithreading to parallelize rendering, calculations, and file output in C.
- Utilized semaphores to protect critical sections.

Covid Chase   **May 2024 - Present**

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

Organizations

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 and held various other positions.

PR Chair   **December 2024 - Present**
WPI Men's Ultimate Frisbee Team   **Worcester, MA**

- Created social media posts for team announcements, events, and accomplishments.
- Planned social events for the team to build community.

Relevant Activities

Upsilon Pi Epsilon (CS Honors Society), IMGD Colloquium