

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, Next.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.
- 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.

Memory of Nations Interactive Map

October - December 2025

- Developed an interactive map to display testimonies in the *Memory of Nations* archive.
- Used Maplibre GL to map testimonies stored in a MySQL database.

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.

Co-Captain and 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