

Cole DenBleyker

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EDUCATION

Rochester Institute of Technology

Rochester, NY

Bachelor of Science in Software Engineering

expected Aug. 2026

- **Relevant Courses:** Analysis of Algorithms, Discrete Math for Computing, Engineering Cloud Software Systems, Engineering of Concurrent Distributed Systems, Engineering of Enterprise Systems, Engineering Secure Software, Human Centered Requirements and Design, Software Design Principles and Patterns, Software System Requirements and Architecture, Software Testing, Web Engineering

EXPERIENCE

Software Engineering Intern

Aug. 2025 – Dec. 2025

Rochester Institute of Technology

Rochester, NY

- Facilitated software and hardware development for 6 Multidisciplinary Senior Design engineering teams
- Re-architected AWS backend and enhanced React frontend for device telemetry and management
- Implemented concurrent C applications on ESP32 and Python UIs for Raspberry Pi-based embedded system

Software Engineering Intern

May 2025 – Aug. 2025

Rochester Institute of Technology

Rochester, NY

- Contributed to development of the Teaching Assistant Portal within apps.se.rit.edu as a part of a four-person team
- Collaborated with other apps.se.rit.edu teams on shared components and resources
- Built using React, Next.js, JavaScript, MariaDB, Prism. Utilized Git, GitHub Projects

Teaching Assistant

Aug. 2024 – Dec. 2024

Rochester Institute of Technology

Rochester, NY

- Assisted with SWEN-383 - Software Design Principles and Patterns
- Provided classroom management support by supervising, assisting, providing feedback to students and faculty

General Management Consultant Intern

Jun. 2024 – Aug. 2024

Booz Allen Hamilton

McLean, VA

- Consulted with clients to develop innovative solutions to improve business operations
- Worked in a four-person developing the PennyOps project in a Scrum environment
- Utilized AWS, Terraform, JavaScript, React, Remix, Git, Jira, Confluence

PROJECTS

Fit4Cast | Amazon Web Services, Terraform, JavaScript

Jan. 2025 – May 2025

- Collaborated on a team of five to create a weather-driven fitness app that recommends activities based on the weather
- Utilized AWS - Amplify, Lambda, SNS, DynamoDB, EventBridge, API Gateway, Lex, Cognito. Created using Terraform
- Used Visual Studio Code, Git, GitHub, Trello

MIDI-File Player | C, STM32

Jan. 2024 – May 2024

- Developed a MIDI-File Player that runs on a STM32 Nucleo board that can be controlled locally or remotely
- Device can parse and play MIDI files, toggle a LED, respond to button or terminal commands
- Developed in C, used STM32CubeIDE, Git

Multi-User Dungeon | Java, JavaFX, Git

Aug. 2023 – Dec. 2023

- Collaborated on a team of five to create plain text and graphical user interfaces for a rogue-like game in a Scrum environment
- Developed in Java, JavaFX for the interfaces, utilizing software design patterns
- Used Visual Studio Code, Git, GitHub, Trello

TECHNICAL SKILLS

Languages & Tools: Java, Python, C/C++, C#, JavaScript, TypeScript, HTML/CSS, SQL, Git, Docker, Terraform

Frameworks & Platforms: React, Next.js, Angular, Remix, Node.js, AWS

Environments: Windows, macOS, Linux/Unix, Visual Studio, VS Code, STM32CubeIDE

Development Practices: Agile, SDLC, OOP, REST APIs, Design Patterns, Code Review, Project Management (Jira/Confluence)