

COLE KRUSHEL

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Profile

Dedicated Information Technology & Web Science junior with a passion for interactive media development. Over nine years of experience with web technologies and project development, creating numerous CRUD applications and Unity games. Consistent record of excellent academic performance and practical experience in full-stack development. Seeking a spring internship for 2026.

Skills

Technical: JavaScript, MERN Stack (MongoDB, Express, React & NodeJS), PHP, C, C#, Unity, GitHub, Adobe Creative Cloud

Education

Rensselaer Polytechnic Institute, Troy, NY

Graduation expected May 2027

- Dual Bachelor of Science in Computer Science and Information Technology & Web Science
- Member of Rensselaer Center for Open Source and leader of the Such Life project
- GPA: 3.75

Relevant Coursework

- Data Structures
- Computer Organization
- Web Science Systems Development
- Managing IT Resources [In Progress]

Relevant Experience

Bioinformatics Lab, University of Alabama at Birmingham, AL

Front-end Development Intern

June 2022 - August 2022

- Developed a new front-end interface for the BEERE medical browser tool
- Conducted user interviews to obtain and utilize feedback
- Presented web work to the Bioinformatics Lab

Notable Projects

DreamDiver

Solo Game Developer

September 2025 - December 2025

- Created a multimedia 3D action game project from scratch by myself in the Unity engine
- Utilized creative software like Adobe Illustrator and Blender to create game assets
- Implemented numerous game systems from scratch in C# and rigged models and shaders to complement systems.

"Such Life" @ Rensselaer Community for Open Source

Game Programmer & Leader

September 2024 - Present

- Worked on a team developing a 2D Sandbox RPG game coded in C# in the Unity engine
- Mentored new members on using the Unity engine and C#
- Lead team progress and developed new features in coordination with members

"Fresh'n'Clean" @ RPI Web Systems Development

Full Stack Developer

September 2024 - December 2024

- Worked on a team of 6 on a Full-Stack web development project that acts as Uber but for laundry
- Developed with an agile methodology with biweekly scrum meetings and sprints
- Implemented front and back-end features and successfully deployed on an Azure Virtual Machine