COLE TERNULLO

Software Engineering Intern

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Professional Summary

Hardworking and highly motivated Computer Science student with hands-on software development experience, eager to contribute technical expertise in software engineering. Proven ability to adapt quickly and work effectively both independently and as part of a team. Passionate about developing impactful, scalable software solutions with a focus on user-centered design and accessibility. Committed to using innovative technologies to solve real-world challenges.

Experience

Software Developer Intern II
May 2024 to September 2025
DreamFoundryGames - Pittsburgh, PA
- Developed and implemented accessibility features for a mobile application, ensuring usability for visually impaired users, which contributed to a 30% increase in accessibility
- Conducted usability testing and analysis, identifying areas for improvement and delivering enhanced user experiences
- Collaborated closely with a cross-functional team, participating in agile sprints to meet technical goals and project timelines
- Launched the MoonPaws app, incorporating accessibility features, on the Apple App Store and Google Play Store

Software Developer Intern I
September 2022 to February 2023
DreamFoundryGames - Pittsburgh, PA
- Developed and maintained an e-commerce platform, improving system performance and customer satisfaction through optimized system design
- Designed and launched the Hide-A-Ace educational mobile app, focusing on user engagement and accessibility for children
- Created educational games using Unity, showcasing proficiency in game development and user-focused design

Education

Bachelor of Science : **Computer Science Candidate**, Expected graduation May 2027
University College of Dublin

Skills

- Java
- C++
- HTML/CSS
- Logisim
- Agile development
- Object-Oriented Programming (OOP)
- System design
- Communication & technical writing
- C#
- Python
- Unity
- Node.js
- Software design
- Data structures & algorithms
- Cross-functional team experience

Projects

MoonPaws, Developed accessibility features for a mobile app targeting blind and visually impaired users. Conducted agile sprints, delivering features on time and aligning with client needs. Hide-A-Ace, Designed and

developed an educational mobile app aimed at early childhood learning. Focused on creating an engaging, user-friendly experience that was well-received by parents and educators.