

# COLE TERNULLO

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## Professional Summary

Dynamic and results-driven software developer with hands-on experience at DreamFoundryGames. Expertise in Unity and agile development, I successfully enhanced user experiences and system performance through innovative software design. Proven ability to collaborate effectively and deliver engaging mobile applications, showcasing a strong commitment to quality and user-centered solutions.

## Experience

**Software Developer Intern II**, 05/2024 - 09/2024

**DreamFoundryGames** - Pittsburgh, PA

- Collaborated with other developers to ensure code quality and functionality.
- Participated in daily standup meetings with the development team to discuss progress.
- Provided support during customer acceptance testing phase ensuring smooth deployment.
- Created unit tests for existing software components to increase reliability.
- Collaborated with senior engineers to develop and implement software solutions.
- Assisted in the creation and maintenance of technical documentation, including user manuals and system specifications.

**Software Developer Intern I**, 09/2022 - 02/2023

**DreamFoundryGames** - Pittsburgh, PA

- Conducted agile sprints, delivering features on time and aligning with client needs.
- 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.
- 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  
**University College of Dublin**

## Skills

- Unity
- Software design
- System design
- UI and UX design
- Agile development
- Object-Oriented Programming (OOP)
- Mobile app development

## References

References available upon request

## 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, 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. 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.