

Peter Morganelli

+1 (508) 330 3922 | [LinkedIn](#) | [petermorganelli.dev](#) | [github.com/pmorganelli](#) | [petercarlmorganelli@gmail.com](#)

EDUCATION

Tufts University

Bachelor of Science in Computer Science (BSCS)

Medford, MA

Expected: May 2027

- **Relevant Coursework:** Data Structures, Algorithms, Discrete Math, Game Design, Linear Algebra, Machine Structure and Assembly
- Dean's List x5

EXPERIENCE

Software Engineer Intern

MITRE

Bedford, MA

Incoming May 2026

Data Structures Teaching Fellow | C++

Tufts University

Medford, MA

September 2024 - Present

- **Promoted** to **Grading TF** which oversees **fair** and **accurate** grading for student code submissions
- **Evaluated** and **graded 200+** student submissions, assessing code **functionality**, **style**, **organization**, and **modularity**
- Held regular **office hours** to support **300+** students with homework assignments and course concepts
- Provided constructive **feedback** to **300+** students, facilitating their understanding and application of **data structures** principles
- Actively **responded** and **endorsed hundreds** of student programming questions and answers on the course **Piazza forum** page

Full-Stack Developer Intern

Launch

Medford, MA

February 2025 - April 2025

- Assisted in the production of an **AI-powered website builder** from scratch at a **startup** company, working on **full-stack** development
- Created an interface for end-users to customize **generated websites** (dragging and dropping website components, etc).
- Implemented innovative solutions in a timely manner to enhance **user experience** and **functionality** while learning new technologies

Software Developer

Tufts JumboCode

Medford, MA

October 2023 - May 2025

- Developed a **full-stack** inventory website for a local Somerville theater with a group of **10+ developers**
- **Implemented** data **retrieval** and **submission** functionalities by working on **RESTful API** handlers using **TypeScript**, enhancing several **React** components, and styling them with **TailwindCSS**
- Facilitated user content management by **designing** a page that enables the user to **upload images** into a custom carousel, **detailing item information** such as name, description, and filter tags while using **Figma** for design prototyping
- Conducted **unit testing** for and **quality assurance** for **10+** components, ensuring **100%** functionality and reliability for the application

PROJECTS

[FoodWaste Tracker](#) | *React Native + TypeScript, SpringBoot + Java, Firebase, PostgreSQL*

January - May 2026

- **Integrated** end-to-end safe user authentication using **Firebase** service accounts and API keys
- **Developed** an iOS and **Android** compatible **mobile application** that aligned with a **UN Sustainability Development** goal
- Worked with a team of **six** developers for study abroad at **Trinity College Dublin** in Dublin, Ireland for the **Group Design Project** module

[Programming Language Interpreter](#) | *Elm, JavaScript, HTML, CSS*

May - August 2025

- **Engineered** a **zero-setup, web-based IDE** from **scratch**, integrating several interpreters (Impcore, nano-ML, Molecule, uScheme, uSmalltalk, etc.) via **Elm ports** and **JavaScript** bridges to enable **live program execution** in the browser.
- Designed a custom **API** that integrates custom interpreters suited for **200+** CS105 students at Tufts to complete their homework
- Worked alongside and mentored by Professor Emiertus **Dr. Norman Ramsey**, author of the course's textbook
- **Delivered** a **scalable MVP** with modular interpreter support, enabling seamless expansion to **new languages** while maintaining a lightweight, dependency-conscious stack suitable for long-term course use

[Slingshot Squires](#) | *C#, Unity, WebGL*

May 2025

- Developed a **2D Unity game** from **scratch** in **C#** with a team of **6 developers**, and made a promotional [website](#) to showcase gameplay
- **Managed** the team by **setting up** meetings, **delegating** tasks, **mentoring** developers, and helping **build** and **debug** features
- Built **core slingshot mechanics**, multi-slot enemy **pathfinding**, and keyboard mode **toggling** using Unity's **physics** and **input systems**

[CodeClock](#) | *React.js, AWS, EC2, mongoDB, Next.js, Tailwind, VSCode API*

February 2025

- Created a personalized **full-stack** VSCode Extension to allow Tufts CS students time how long they spend working on code assignments
- Developed for the JumboHack hackathon in **two days** using **React** and **Tailwind** on the frontend in a **Next** project

SKILLS

Programming Languages: C++/C/C#, JavaScript, TypeScript, Python, x86 Assembly

Frameworks & Tools: React, React Native, SpringBoot, Next, Node, Three.js, Git, Unity, Unix, AWS, AGILE/Scrum