

# MICHAEL RIGALI

**Software Engineer** in full-stack development, building scalable applications with clean, maintainable code. Recognized for strong leadership, and technical versatility through startup roles, open source contributions, and a top-ranking ROTC background.

 **Portfolio Website:** [www.michaelrigali.com](http://www.michaelrigali.com)

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## Education

**Oregon State University: Bachelor of Science in Computer Science**

**April 2025**

*ROTC Class Top Cadet, Honor Roll, Competition Boxing Team, OSU Programming Microcredential, OSU Leadership Academy*

## Professional Experience

**Gnarled Helix**

**January 2024 – Ongoing**

*Associate Software Engineer - TypeScript, React, Redux*

*Boston, MA*

- Developed an educational video game using TypeScript, React, and Redux Toolkit with a modular, scalable frontend architecture and modern Webpack workflows.
- Built dynamic, responsive UI components and menus with state-driven interactivity and real-time feedback.
- Implemented enemy AI logic, in-game event triggers, and custom animation systems for a rich user experience.
- Contributed to Agile sprints, wrote developer-facing documentation, and maintained clean, version-controlled code using GitHub.

**Code And Coffee**

**April 2024 – October 2024**

*Web Developer - JavaScript, HTML, CSS*

*Baltimore, MD*

- Developed dynamic and responsive web features with animations, improving user experience/engagement.
- Applied UI/UX design principles to enhance accessibility, usability, and inclusivity.

## Technical Skills

**Languages:** Python, JavaScript/TypeScript, Kotlin, SQL, Java

**Frameworks/Libraries:** Flask, React.js, React Native, Next.js, Node.js, Express.js, Redux, Django, Vue, Selenium

**Tools/Technologies:** Docker, Heroku, Webpack, NPM

**Databases:** MongoDB, MySQL

**Other:** RESTful APIs, CI/CD, Microservices, UI/UX Design, Version Control: Git, Github, HTML, Tailwind CSS

**AI Tools and Practices:** Leveraged GitHub Copilot, Cursor, and AI-assisted workflows to accelerate component development, refactor legacy code, and improve productivity

## Personal Projects

**BarSetter**

**Ongoing**

*Mobile Exercise Accountability Application - React Native, TypeScript*

- Built a co-opetition fitness model enabling real-time workout tracking, challenges, and dynamic leaderboard updates.
- Developed modular React Native UI components and integrated React Navigation for seamless multi-screen user flows.
- Managed global state with Redux Toolkit to synchronize user activity, challenge status, and app-wide UI state.

**PokēMart**

**February 2025**

*MERN Stack Marketplace for trading, listing, and managing Pokémon Cards*

- Developed responsive UI and listing features with React and Axios, enabling seamless client-side browsing and item management.
- Implemented secure JWT-based user authentication with persistent login across sessions.
- Integrated Cloudinary for image uploads and Mongoose for backend validation, supporting robust CRUD operations.

**Open Source Contribution**

**January 2025**

*NASA Data Planetary System - Java*

*Baltimore, MD*

- Developed a progress tracking feature for file validation, optimizing real-time feedback and user experience.
- Enhanced LocationValidator.java to efficiently count files and print progress updates with minimal performance impact.