Michael Zandonella

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Education

Oregon State University Corvallis, OR
Bachelor of Science in Computer Science, 3.97 GPA *Expected December 2026*

Experience

Web Assistant June 2024 – Present
OSU Beaver Store *Corvallis, OR*

- Adapted to varying workloads, processing 70+ weekly orders during slow seasons and over 300 during busy events like football games and graduation, while maintaining high accuracy and efficiency under pressure.
- Collaborated with the Website Specialist to maintain web content, editing over 500 product photos and uploading hundreds of product listings with consistent formatting and accurate data
- Assisted customers on the sales floor by locating products, answering questions, and providing personalized recommendations to enhance their shopping experience
- Reviewed and managed product listings for the website, ensuring accurate information and optimal presentation with strong attention to detail.

Property Maintenance and Cleaning 2022 – Present
Contract *Corvallis, OR*

- Provided cleaning, lawn care, and light repair services for a busy Airbnb rental property with several hundred guest stays
- Operated in an on-call capacity to address urgent issues quickly and independently, maintaining consistent communication with the out-of-state owner
- Coordinated with contractors (plumbers, electricians, etc.) for service appointments, providing access and overseeing completion
- Ensured the property remained clean, functional, and guest-ready with minimal supervision

Projects

CatCall | *JavaScript, React, Node.js, Express, Docker, MongoDB, Tailwind CSS*

- Designed and developed a full-stack cat adoption platform where users can upload adoptable cat profiles and like others to find matches
- Implemented a microservice architecture with Node.js and Docker, separating services for authentication, preferences, recommendations, likes, and cat data storage
- Built a recommendation service that supports location-based filtering (city, state, radius) using geocoding, age range, and other cat attributes using a preference-based scoring system with optional strict matching
- Deployed to a Virtual Machine using Docker and Nginx as a reverse proxy with HTTPS routing

Dice Slayer | *C++, Arduino*

- Created a turn-based dice-rolling dungeon crawler for the Adafruit Circuit Playground featuring story and endless modes, with players battling monsters and progressing through rooms
- Implemented player and monster classes with dynamic health, dice rolls, and upgrade mechanics, allowing for varied and strategic gameplay experiences
- Integrated real-time user inputs through an Arduino with a versatile upgrade system
- Provided real-time visual feedback and animations through NeoPixels

CAT Label Maker | *Python, fpdf2*

- Created a command-line tool to generate printable PDF labels for product codes with images, designed for A4 sheets with a two-column layout to reduce paper waste
- Used fpdf2 to dynamically position text and embed images with consistent formatting and spacing
- Designed for ease of use in small inventory systems, allowing for quick batch generation and printing of organized product labels

Technical Skills

Languages: JavaScript, Python, C/C++, HTML/CSS, SQL
Frameworks: React, Astro, Express, Node.js, Tailwind CSS
Databases: MongoDB, MySQL
Developer Tools: Git, GitHub, VS Code, Linux, Docker, Firebase, Vite, Vitest