Michael Zandonella

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Education

Oregon State University Corvallis, OR
Bachelor of Science in Computer Science | 3.97 GPA *Expected December 2026*
Relevant Coursework: *Data Structures, Algorithms, Operating Systems, Software Engineering*

Experience

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

- Processed 70 to 300+ weekly orders depending on season, adapting to shifting workloads while maintaining high accuracy under pressure.
- Edited 500+ product photos and uploaded hundreds of listings with consistent formatting by collaborating with the Website Specialist on web content maintenance.
- Reviewed and managed thousands of digital product listings, ensuring accuracy, consistent formatting, and updated availability across the store's online catalog.

Property Maintainer and Cleaner September 2021 – Present
Contract *Corvallis, OR*

- Maintained cleanliness and functionality of a high-turnover Airbnb with hundreds of guests, performing cleaning and repairs with minimal oversight.
- Responded to urgent maintenance issues in real-time as an on-call contact, maintaining trust and consistent communication with the remote property owner.
- Oversaw on-site contractor visits, ensuring timely and complete service resolution by coordinating access and confirming task completion.

Projects

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

- Developed a full-stack Tinder-style cat adoption app to match potential adopters to cats, complete with uploads, likes, and profile matching.
- Improved scalability and maintainability by implementing a Docker-based Node.js microservice architecture to separate key backend services.
- Created a location and preference-based cat recommendation engine with geocoding, scoring, and filtering.

Dice Slayer | *C++, Arduino*

- Built a turn-based dungeon crawler on Adafruit Circuit Playground with story and endless modes, allowing players to progress through combat encounters.
- Designed player and enemy classes with scaling dice and upgrade mechanics for evolving combat.
- Implemented hardware input logic using Arduino's built-in buttons and switches for real-time gameplay, synchronizing NeoPixel animations to reflect dice rolls and terminal-based events.

CAT Label Maker | *Python, fpdf2*

- Built a lightweight command-line tool to generate printable PDF labels with product codes and images, intended for use in small retail backstock rooms.
- Implemented a two-column A4 layout using fpdf2 to maximize paper efficiency and reduce waste.
- Focused on ease of use and consistent formatting, supporting quick batch creation of organized product labels.

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