

Mark Zhdan

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SKILLS

Languages: JavaScript, TypeScript, C++, Python, Java

Frameworks & Tools: React, Express.js, Node.js, Electron, LangChain, MongoDB, DigitalOcean

Learning: Next.js, Docker, AI prompting, AI model fine-tuning

PROJECTS

Curriculo

May 2024 - Present

- Leveraged OpenAI's ChatGPT and Google's Gemini APIs with LangChain pipelines alongside fine-tuned models, optimizing performance and reducing operational costs by 90%.
- Engineered a full-stack MERN solution (MongoDB, Express.js, React, Node.js) with Google OAuth and JWT-secure session cookies, ensuring secure, user-friendly authentication.
- Designed a modern, responsive UI with ShadCN, prioritizing accessibility and user experience.

Post-Plant

August 2023 - Present

- Architected the end-to-end development of Post-Plant, a VALORANT analytics website, leveraging Riot Games' official API to deliver user-specific statistical insights.
- Built a robust full-stack MERN solution, managing a database of 100,000+ recorded matches, enabling scalable extraction and analysis of statistics, secured with JWT authentication.

RocketPal

February 2024

- Led a team of 5 in developing "RocketPal", a web app designed to encourage health through goal tracking by organizing team dynamics, assigning tasks, and making critical project decisions.
- Guided the project from concept to deployment, utilizing Gemini API for AI-assisted tracking, and secured first place at UIC's SparkHacks for its innovative health-focused solution.

Reverse Engineering VLR.gg Player Rating

January 2024

- Analyzed multiple datasets totaling over 3,000 entries from VLR.gg to train a predictive model using statistical and machine learning techniques, accurately predicting player ratings.
- Achieved a R2 score of 0.985, demonstrating the formula's precision in player rating predictions, enabling detailed performance analytics and insightful player comparisons.

Valbility

February 2023 - June 2023

- Created an inclusive VALORANT accessibility widget using Electron, downloaded by 250+ users, to support gamers with impairments through voice and audio assistance tools.

Minecraft Plugins

June 2020 - May 2022

- Led development and management of 4 major Minecraft server plugins, used by 150+ unique monthly players, handling interactive GUIs, multiple databases, and player metrics.

EDUCATION

The University of Illinois Chicago

Anticipated May 2025

Bachelor of Science in Computer Science | GPA: 4.0

- Developer on CS Trackers infrastructure team, adding features to the Discord bot.
- Led UIC's Gaming Club to first place in the VALORANT Red Bull Campus Clutch qualifier.