Mark Zhdan

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SKILLS

Experienced in: JavaScript, React, Express, Node.js, MongoDB, HTML, CSS, Electron, Python, Java
Learning: Next.js, C++, Firebase, DigitalOcean

PROJECTS

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.
- Engineered a robust full-stack MERN solution (MongoDB, Express, React, Node.js), ensuring seamless database integration and real-time data processing, secured with JWT authentication.
- Designed an interactive UI with React, boosting user engagement with sophisticated data visualizations, alongside intuitive and detailed replay and data analysis functionalities.

RocketPal   *February 2024*
- Led a team of five in the development of a web app designed to encourage health through goal tracking by directing team dynamics, assigning tasks, and making critical project decisions.
- Guided "RocketPal" from concept to deployment, resulting in a first-place win at UIC's SparkHacks hackathon for its innovative approach to AI assisted health tracking.
- Played a crucial role in full-stack development, leading React frontend development, implementing secure authentication, and ensuring smooth frontend-backend integration.

Reverse Engineering VLR.gg Player Rating   *January 2024*
- Analyzed extensive datasets of competitive match data to train a predictive model using statistical and machine learning techniques to accurately predict VLR.gg player ratings.
- Achieved a R2 score of 0.985, showcasing 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 designed to bridge the gap for gamers with impairments by introducing voice and audio assistance tools using the Electron framework.

Buff163 Python API Wrapper   *January 2024*
- Engineered a robust Python-based API wrapper for Buff163, a CS skin marketplace. Includes 20+ helper functions, enabling efficient and streamlined retrieval of item prices and market analytics.

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
- Developer on CS Trackers Infrastructure Team, focusing on adding features to our Discord bot.
- Achieved first place in the VALORANT Red Bull Campus Clutch regional qualifier.