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.