

# Mark Zhdan

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## SKILLS

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**Experienced in:** JavaScript, Python, Java, React, MongoDB, HTML, CSS, Electron

**Learning:** C++, Express, Node.js, Firebase, DigitalOcean

## PROJECTS

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### *Post-Plant*

- Designed and developed a VALORANT data website from scratch, including database management, and implemented an innovative, proprietary, user-focused feature for streamlined performance analysis.
- Utilized Riot Games' official API, MongoDB, Express, React, and Node.js to build a full-stack web application hosted on DigitalOcean.

### *Valbility*

- Created a widget-like VALORANT accessibility tool that implements voice and audio assistance using the Electron framework.

### *Minecraft Cosmetic Plugin*

- Designed and implemented an interactive GUI and database for 150+ unique monthly players, handling currency, unlockables, and player data.

### *Minecraft Loot Plugin*

- Developed a dynamic GUI and file caching system for user-configurable loot chests.

### *Voting Discord Bot*

- Retrieved and displayed player data, server statistics, and voting system information from a database when queried.
- Connected an API to monitor players of a Minecraft server and track user playtime.

## EDUCATION

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### **The University of Illinois Chicago**

Anticipated May 2025

### ***Bachelor of Science in Computer Science***

- Developer at CS Tracker's infrastructure team.
- Placed first place in the Red Bull Campus Clutch Great Lakes regional qualifier while representing UIC

## WORK EXPERIENCE

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### ***College of DuPage / Natural Areas Aide***

August 2021 - May 2023

- Coordinated efforts to remove invasive species, cultivate native plants, oversee greenhouse operations, and maintain public trails.
- Managed volunteer days for the restoration of native Illinois prairie ecosystems.
- Fostered a collaborative and motivated team environment across 40+ acres of natural habitat.