Mark Zhdan

Chicago, IL | (331) 980-6506 | markzhdan@gmail.com
linkedin.com/in/markzhdan | markzhdan.com | github.com/markzhdan

SKILLS

Languages: JavaScript, TypeScript, Python, C++, Java
Frameworks & Tools: React, Node.js, Express.js, MongoDB, Electron, LangChain, DigitalOcean
Learning: Next.js, Docker, AI prompting, LLM fine-tuning

PROJECTS

Curriculo   *May 2024 - Present*
- Developed an AI-powered application for parsing and summarizing large academic documents, leveraging LLMs (OpenAI/ChatGPT, Gemini) and LangChain pipelines to extract structured data.
- Engineered a full-stack MERN solution (MongoDB, Express.js, React, Node.js) with Google OAuth and JWT-secure session cookies, ensuring reliable and user-friendly authentication.
- Fine-tuned models to optimize data extraction accuracy and reduce processing costs by 90%.

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 the development of 4 Minecraft server plugins in Java, used by 150+ unique monthly players.

EDUCATION

The University of Illinois Chicago   *Anticipated May 2025*
Bachelor of Science in Computer Science | **GPA: 4.0**
- 1st Place, SparkHacks 2024 (RocketPal) - Top team among 47 at UIC's annual hackathon.
- Developer on CS Trackers Infrastructure Team, built features for the student org's Discord bot.
- 1st Place, VALORANT Red Bull Campus Clutch Regional Qualifier.