

João Ziedins

Westford, MA

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EDUCATION

University of Massachusetts Lowell – B.S. in Computer Science (Cum Laude), Minor in Mathematics

Relevant Coursework: Data Structures and Algorithms, Computer Security and Malware Analysis, Machine Learning, Software Engineering, Computer Graphics, Operating Systems, Effective Functional Programming.

Honors & Activities: Dean's List 2026, Merrimack College Mackathon 2025, UML Club Sports Break-Dancing Awards 2026, SoarCS 2022.

SKILLS

Programming Languages: C++, C, Python, Haskell, C#, Java, JavaScript.

Tools & Technologies: Git, Docker, Godot, Unity, Falco, Wireshark, HTML/CSS, WebGL, Eclipse.

Operating Systems: Windows, Linux (Ubuntu)

Portuguese-BR Native Speaker

PROJECTS

AgeClassifier (Python, NLP, ML) | [GitHub](#)

October – December 2025

- Performed hyperparameter optimization using random search over TF-IDF vectorization and Multinomial Naive Bayes parameters to improve model performance.
- Tuned feature extraction settings (n-grams, max features, document frequency thresholds) to improve text representation quality for classification.
- Evaluated multiple model configurations using validation accuracy and test set performance to select the best-performing pipeline achieving 75.27% accuracy.

SurviveX (Godot / C#) | [Website Link](#)

October – December 2025

- Developed a 2D survival/adventure game in Godot (GDScript) featuring island progression, combat, resource collection, and game state management.
- Designed and implemented enemy AI behavior systems, including player detection, chase logic, directional movement, attack states, and collision-based engagement.
- Designed math-based gameplay where navigation and combat require solving algebraic and geometric problems (e.g., slope and linear equations), integrating education into core mechanics.

Shape Editor (HTML Canvas and JavaScript) | [Youtube](#)

February 2025

- Implemented 2D transformations with WebGL (translation, scaling, rotation), only using canvas.
- Applied cumulative transformations with rubberbanding for drawing and manipulating shapes including lines, circles, rectangles, triangles, and polygons.
- Developed event handlers to support real-time shape selection and transformation.

Weather App (Python) | [GitHub](#)

February 2025

- Developed a GUI-based weather application using Python and PyQt5, integrating the OpenWeatherMap API for real-time weather data retrieval.
- Designed an intuitive user interface with styled widgets, emoji-based weather icons, and error handling for a seamless user experience.
- Implemented API request handling, exception management, and dynamic UI updates to ensure robust and reliable performance.

WORK EXPERIENCE

Dunkin Donuts (Team Member), Westford, MA

June 2025 – May 2026

- Delivered fast, accurate customer service in a high-volume, fast-paced environment.
- Prepared food and beverage orders while following company quality and food safety standards.
- Operated POS system to process transactions and supported smooth flow during peak rush hours