

NIKAN RADAN

*Computer Science
Student*

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EDUCATION

Bachelor's of Science

Computer Science

Western Governor's University

📅 2021 - current

📍 Millcreek, UT

🎓 3.6 GPA

SKILLS

- Java
- Kotlin
- C#
- Git
- HTML
- CSS
- JavaScript

CAREER OBJECTIVE

Aspiring Computer Science professional with proven project experience, keen to apply my full-stack development skills in a dynamic team environment to foster innovation and growth.

PROJECTS

[Car Shop](#)

Creator

📅 2024 - current

- Engineered a dynamic Car Shop management application using Spring Boot, facilitating efficient handling of inventory, sales, and customer engagements.
- Designed and implemented a sophisticated SQL database schema to optimize data storage and retrieval processes for vehicle information, boosting performance and scalability.
- Created intuitive and responsive user interfaces employing Spring MVC, enhancing user experience through seamless navigation and immediate access to vehicle data.
- Utilized Gradle to enhance the build process, automating the setup by downloading Node.js and NPM as needed, and employing these tools to transpile TypeScript, ensuring a streamlined development environment with no manual configuration required.

[Solar Apocalypse](#)

Creator

📅 2021 - current

- Engineered a Minecraft mod to simulate a post-apocalyptic environment through a multi-phase system, enhancing user engagement.
- Implemented customizable settings using Java, allowing user-defined game difficulty and environment dynamics.
- Integrated Kotlin for advanced feature development, showcasing expertise in cross-language software solutions.
- Employed advanced mixin methodologies for code injection to integrate new environmental degradation phases into Minecraft's core gameplay.

[Health Levels](#)

Creator

📅 2021 - current

- Developed a Minecraft mod that scales player health based on experience levels, adding depth to gameplay mechanics.
- Architected an adaptable health system, enabling players to personalize progression and challenge settings.
- Utilized Java for backend development, focusing on robust server-side command functionality and user experience customization.
- Applied mixin techniques for code injection to enhance Minecraft's experience system, introducing a novel health level mechanic.