

Nikan Radan

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SUMMARY

Computer Science professional with 8 years of experience, over 3 million downloads, eager to apply full-stack development skills in a dynamic team environment to drive innovation and growth.

PROJECT

Customer Churn Prediction

nikanradan.com/portfolio/customer-churn-prediction/

- Engineered a logistic-regression Customer Churn Prediction system in strongly typed Python (pandas, scikit-learn), building an end-to-end Pipeline with a ColumnTransformer (OneHotEncoder + MinMaxScaler), stratified 80/20 split, and persisted artifacts (joblib) to eliminate retraining overhead.
- Developed a desktop GUI with CustomTkinter to ingest Excel (.xlsx), enforce field validation, and enable one-click training and probability-based scoring, complete with light/dark modes for usability.
- Applied robust preprocessing and imbalance handling (Yes/No mapping, one-hot encoding, numeric normalization, LogisticRegression with class_weight=balanced), achieving ~75% accuracy and ~77% recall on churners on the held-out test set.
- Implemented model evaluation and explainability with embedded Matplotlib visuals.

Car Shop

nikanradan.com/portfolio/car-shop/

- Engineered a 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

nikanradan.com/portfolio/solar-apocalypse/

- 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.
- Achieved significant user engagement and popularity by amassing over 100,000 downloads, demonstrating the widespread appeal and success of the mod.

EDUCATION

Master's in Computer Science

Western Governor's University • Millcreek, UT • 2025 • 4.0 GPA

• Artificial Intelligence and Machine Learning specialization

Bachelor's of Science in Computer Science

Western Governor's University • Millcreek, UT • 2025 • 4.0 GPA

Linux Essentials

Linux Professional Institute • Saint John, Canada • 2025

ITIL 4 Foundation

AXELOS Global Best Practice • London, United Kingdom • 2025

SKILLS

Java, Kotlin, Python, Spring, Spring Boot, Gradle, SQL, C, C#, Git, HTML, CSS, JavaScript, TypeScript, React, Tailwind CSS, Data Analytics, NodeJS, Full-Stack Development, Web Development, Software Design, Project Management, Game Modding, Code Injection, Math, Problem Solving and Analytical Skills, Object-Oriented Programming, Database Management, Version Control, Machine Learning, Artificial Intelligence
