Nick Rader

Data/Application Engineer & Indie Game Developer

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Professional Summary

Versatile and adaptable engineer with 5+ years of experience architecting scalable data systems and crafting playful, user-centric applications. Skilled in MySQL, web based frameworks, and game development engines, with a proven ability to design efficient pipelines and backend infrastructures that fuel both enterprise platforms and imaginative game worlds. Passionate about transforming raw datasets into intuitive experiences, bridging backend logic with frontend polish through clean, maintainable code. From startup databases and dashboards, freelance client inventory systems, and creative game features, I build systems that inform, engage, and surprise.

Experience

Freelance Developer and Data Specialist, Aug 2023 - Present

- Designed custom data structures and systems to tailor to client needs, including inventory sheets with an organized layout to data classes with client software and readability in mind.
- Solo-developed an indie game in Godot 4.3, designing dynamic, context-sensitive systems for UX as well as loot table processing. Utilizing data-driven programming to impact outcomes during gameplay for a random and engaging experience.
- Delivered maintainable inventory systems to support not only my indie game, but various real life problems that required inventory tracking of stock and storage of client items.

Search Engine Optimization Analyst, Aug 2022 - Aug 2023

Appen, Remote

- Maximized SEO performance by analyzing search queries and results, directly affecting ad relevance and optimizing landing page suitability.
- Identified optimization opportunities by thoroughly examining search query patterns and ad performance metrics, leading to improved visibility and traffic.

Developer, Aug 2021 - Aug 2022

Terc Capital, Remote

- Engineered robust databases for startup's web systems, enhancing backend efficiency and boosting overall system performance.
- Developed a secure, user-friendly front-end portal by applying advanced software development techniques, streamlining user access and ensuring data security.

Education

North Carolina A&T State University, Greensboro, NC — Master of Science - *Computer Science,* Aug 2022 - December 2023

High Point University, High Point, NC — Bachelor of Science - *Computer Science,* Aug 2018 - May 2022

Skills

C#, Xamarin Forms, C/C++, Python, Assembly, HTML/CSS, SQL, NODE.js, Express, Javascript, Flask, Vi, Microsoft Visual Studio/Microsoft Visual Studio Code, MYSQL, Jupyter Notebook, UNIX, Strong communication skills, Hardworking, Experience working in a professional setting, Open-minded thinking, Analytical Skills, Inspection, Research, Database Design, Full Stack Web Development, UI Design, Project Management, Godot, Blender, Gdscript

Links

LinkedIn: https://www.linkedin.com/in/nicholas-rader/, GitHub: https://github.com/nrader2000, Portfolio: https://www.nickrader.com

Projects

Big Fishin World Solo Dev Indie Game — *Ongoing*

- In the current development of a fishing focused exploration game that utilizes data driven and probability processing to catch fish and improve your fishing skills in order to catch bigger and more rare species of fish in the world of Anglin.

NC A&T Course Registration System — *Spring 2023*

- Led a 4-member team in developing an enhanced and improved course registration system, applying software engineering principles like agile. Engineered the system using Python/Flask and HTML5/CSS.

ESTT Website— *Summer 2021*

- Designed and developed a full-stack web application for a self-created tabletop game system. Built the application using HTML5, CSS, Node.js, Express, Javascript, and SQL, successfully showcasing the game's features and design.