Freelance Backend Developer:
SaaS Platform with Visual Flow Editor + Game Config API

About the Project

We're building a multi-tenant SaaS that powers an interactive recruiting and training game—playable in the browser. The gameplay is a Subway Surfers-style infinite runner, where players make A/B decisions by jumping left or right on the correct track when prompted with a question. No input (staying on a blocked track with no answer option) leads to a crash and replay.

This game format is used for:

- Recruiting – where players are applicants, and their choices reflect job-relevant decisions. A contact form at the end lets them submit their details.
- Training – employees complete learning paths, optionally ending with a quiz to validate understanding.

You will build the backend and admin interface that brings this to life.

What You'll Build (MVP Scope)

You will:

- Develop a REST API for:
  - Delivering game configurations (/config/{id})
  - Delivering the next in-game question and A/B answer options
  - Receiving gameplay results and contact data
- Build a lightweight admin UI that allows tenant admins to:
  - Create/config games and levels. A level is a tree of questions and A/B answer options the user designs with a visual decision tree editor. Using a node based visual library like React Flow for this is one option, we are open to using other libraries.
  - Manage users, branding (logo, color, theme), and video integration from Loom. Loom videos will be shown in-game as optional intro/outro videos to a level. Your API delivers Loom video URLs.
- Implement:
  - Secure login and user management (password reset, email verification)
  - JSON export/import of full game structures
  - Data capture: contact form at game end, full answer history, scores

The visual flow editor is a central element of the backend UI. It lets non-technical users create branching logic for levels by connecting question/answer nodes.

MVP Milestones

1. Setup + Level Editor: DB schema, dummy tenant, flow editor MVP
2. API & Dashboard: Working /config + /results, game/level admin UI
3. Auth & User Mgmt: Admin login, user CRUD, password reset, email verification
4. Branding + Video: Logo/color config UI, Loom integration for intro/outro videos

What Comes After (Post-MVP Roadmap, NOT part of this initial project)

- PDF certificates for completed sessions
- Reminder logic for incomplete trainings
- Kanban board to manage recruiting applicants from gameplay
- Analytics & observability (e.g. error tracking, answer heatmaps)

Skills We're Looking For

You should be confident in:
- REST API development and structured JSON delivery
- PostgreSQL (multi-tenant schema, relational modeling)
- Authentication flows (JWT, session tokens, or magic links)
- Working with highly usable, modern admin UIs
- Integrating or building node-based visual editors (React Flow or similar)
- Scalable, reliable and secure Cloud Deployment (AWS preferred)
- Supporting JSON import/export

Bonus points for:
- Experience with games, LMS, or training platforms
- Familiarity with decision-tree structures or quiz builders
- GDPR-aware design (data capture and deletion)