

Roshan Nanthapalan

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SUMMARY OF SKILLS

Languages: C#, Java, JavaScript, TypeScript, HTML/CSS

Frameworks & Platforms: .NET 10, Blazor, Angular, React, Node.js, Spring Boot, Android, Unity

Databases & Cloud: MySQL, Firebase, AWS, GCP, Azure

DevOps & Tools: Git, Bitbucket, Jira, Figma, Agentic AI-Assisted Development

EDUCATION

University of Western Ontario - London, ON

2019 - 2023

Major: Software Engineering, Bachelor of Engineering Science (B.E.Sc.) – GPA: 3.9/4.0

RELEVANT WORK EXPERIENCE

Full-Stack Engineering Team Lead, The TJX Companies - Mississauga, ON May 2026 – Present

- **Led and mentored a team of 4 engineers** on GSAS (Global Store Allocation System), TJX's **highest-impact project** and enterprise-scale retail allocation platform (**C#, JavaScript, .NET 10, Blazor, Telerik UI, Cosmos DB, Azure Functions**), establishing best practices, acceptance criteria, and definition-of-done compliance to reduce delivery risk and accelerate progress.
- **Reviewed high-impact PRs and technical documents** by consistently delivering structured feedback through **1-on-1 mentoring** which strengthened code quality, accelerated team growth, maintained engineering standards and **reduced post-merge defects**.
- Designed and delivered a **Blazor/front-end** training session for 30 engineers, teaching **Blazor techniques, debugging workflows, CSS isolation habits, DevTools tricks**, which sped up UI development, reduced rework, and equipped engineers with skills to solve UI issues.

Full-Stack Engineer II, The TJX Companies - Mississauga, ON Sept 2024 – May 2026

- **Co-architected and lead a major UI refactor of GSAS** using **Blazor Server, Razor components, and Telerik UI**, decomposing components into reusable ones and restructuring the **C#/.NET 10**, codebase, reducing average component size by at least 30%.
- Decoupled large backend services within GSAS's event-driven microservices architecture using **ASP.NET Core** and **C#**, standardizing configuration patterns and **NSwag**-generated API clients to **reduce technical debt by 80%**, improving readability, maintainability and platform stability.
- Built an **automated Cosmos DB data migration pipeline** using **YAML** and **Azure DevOps CI/CD** to refactor entity properties with updated schema conventions and zero data loss.
- **Led production deployments** using **Azure DevOps CI/CD pipelines**, authoring IQ/OQ validation documents and capturing deployment evidence (logs, Azure resource verification) to confirm release integrity, followed by hypercare and on-call support for rapid issue resolution.
- Accelerated **routine implementation tasks** by integrating **agentic AI-assisted development** (multiple LLMs) into daily workflows for code generation, refactoring, and debugging, while leveraging **Jira AI (Rovo)** to streamline ticket triage, documentation, and Confluence updates.

Full-Stack Engineer I, The TJX Companies - Mississauga, ON Sept 2023 – Sept 2024

- Contributed to GSAS, TJX's **highest-impact software engineering project** and enterprise-scale retail allocation platform, delivering front-end, back-end, and Azure cloud enhancements across a **multi-tenant, real-time system** built on **C#, .NET 10, JavaScript, Blazor Server, Cosmos DB, Azure Functions, Redis, and event-driven microservices**, supporting high-volume merchandise distribution across TJX's global store network.

- Resolved complex, high-priority UI defects across the front end using **Blazor, Telerik UI, Razor components, CSS, and JavaScript** to consistently deliver fast, high-quality fixes that improved team velocity and established a reputation as the go-to engineer for front-end issues.
- Proactively identified a critical **Cosmos DB schema flaw** in GSAS's **NoSQL document model** by analyzing document structures and **C#/API behavior**, catching the issue ahead of senior engineering review and preventing costly rework before it reached higher environments.

Cloud Engineer, TELUS Health - Toronto, ON

May 2022 – Aug 2022

- Designed, developed, and tested a unified management backplane (UMB) project for cloud migration and deployment platform, which is designed to automate migration of clinical data from legacy data centers into a cloud environment.
- Integrated mock **AWS SQS** to write and test SQS methods locally to accelerate the development of AWS SQS communication with cloud management and UMB backend.
- Demonstrated use of **TypeScript, Angular, PrimeNG**, and **Tailwind CSS** by designing, creating, and testing components, services, and routing guards to implement a login/logout feature that authenticates users through Okta and then updates user's information into profile.
- Illustrated use of **Java, Spring Boot**, and **MySQL** by creating and filtering API endpoints, implementing security, creating unit tests, managing JobRunr jobs, designing and creating DTOs, writing queries, and modifying **DB schemas** for the UMB backend and database.

Game Developer, ePlay Digital - Calgary, AB

May 2021 – Aug 2021

- Developed various projects on **Unity** and **C#** to build production release versions for apps such as Klocked, Howie Go Viral, Outbreak, Big Shot Swish on **Google Play Store and App Store**.
- Fixed major crash by using **crash analysis tools, memory management analysis tools** and quality code to reduce RAM memory usage by about 25% (410MB).
- Implemented anonymous login feature with **Firebase Authentication** to satisfy users request about security and improve app ratings.
- Individually designed the app architecture and led initial development of Klocked for Android, integrating **Unity** as a library within a native **Android Studio (Java)** project.