

Roshan Nanthapalan

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SUMMARY OF SKILLS

(*proficient*): C#, Java, JavaFX, Android, C++, Unity, JavaScript, HTML/CSS, Node.js, jQuery, AJAX
(*strong knowledge*): TypeScript, React, MySQL

EDUCATION

University of Western Ontario

London, ON

Major: Software Engineering, Bachelor of Engineering Science (B.E.Sc.) – GPA: 3.8 **2019 - 2023**

RELEVANT WORK EXPERIENCE

ePlay Digital

Calgary, AB

Game Developer

May 2021 – August 2021

- Developed various projects on Unity to build new production release versions for apps such as Howie Go Viral and 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 to satisfy users request about security and improve app ratings
- Individually designed the architecture and started the development of the Klocked app for Android using Android Studio with integrated Unity library

EXTRA-CURRICULAR

Sunstang (Solar Car Project)

London, ON

Software Lead

April 2021 – Current

- Demonstrated leadership by leading the Sunstang Software Team of about 30 engineering students to developing a successful prototype of the infotainment system and chase car telemetry system
- Interfaced software and hardware through use of microcontrollers, electrical components, and CAN bus system
- Designed and taught an onboarding course for new members to build a programming foundation
- Coordinated and assigned tasks along with creating master timeline for project goals
- Created online contact form for members and sponsors to sign-up on the Sunstang website through the use of JavaScript, HTML/CSS and WordPress

SOFTWARE PROJECTS

Ideal Way App

- Developed an Android application using Java and Android Studio for an organization called Ideal Way that allows children to build character through completing game modules
- Involved in full cycle of the project including design, development, debugging, testing and implementation
- Communicated with client and team to understand project requirements
- Incorporated a consistent GUI utilizing XML, shape drawable, text view, list view, buttons, activities, and frame layout
- Demonstrates use of Android SDK, API classes, XML, emulators, and various OOP concepts