Dayanand Pattar

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OBJECTIVE

To secure a challenging position as an Unreal Engine Developer where I can utilize my 8+ years of experience in delivering multiple applications across Unreal, Android, and Oculus platforms. With a strong interest in game development, I aim to contribute innovative and immersive gaming experiences. I bring to the table my knack for clear communication, a love for tackling challenges, and a deep sense of responsibility. Eager to join a team where I can work on game projects, I am excited to push the boundaries of digital experiences and contribute to the success of my future employer.

EXPERIENCE

People Tech Group, Hyderabad— *Senior Software Engineer*

Sep 2023 - Mar 2024

As a Senior Software Developer, my responsibilities extended to developing Unreal Engine plugins that simplified the HMI development workflow, crafting HMI gauges, and applications specifically for the NCX hardware platform, alongside the integration of these Unreal Engine HMI applications with the NCX hardware.

Drishi Interactive PVT LTD, Bangalore— *Generalist Programmer*

June 2019 - May 2023

As a generalist programmer with expertise in Unreal Engine 4, I specialize in AR/VR module creation using Blueprints and C++. My background encompasses graphics programming, alongside proficiency in Android and C++. I've contributed significantly by developing engaging interactive modules, creating well-received Android and Oculus apps, integrating APIs for enhanced efficiency, and overseeing product distribution to ensure prompt delivery.

Pristinesofts Technologies, Bangalore— *Data Architect*

May 2017 - May 2019

As a professional specializing in data management and application development, my work involves a comprehensive approach from gathering requirements and designing data models to developing robust

SKILLS

Unreal Engine.

C++.

Android.

PL/SQL.

KEY PROFESSIONAL ACHIEVEMENTS

Innovation Leader Developed a transformative plugin that converts custom GLSL pixel shader code into Unreal Engine materials, elevating HMI development to new heights of visual quality and efficiency.

AR/VR Specialist Spearheaded AR/VR application development across Unreal Engine, Android, and Oculus platforms, fueled by a passion for gaming.

Management Pro Led developer teams on multi-tech projects, including Android, iOS, ensuring seamless collaboration and timely completions.

data architectures. I ensure rigorous collaboration with project teams to secure strict adherence to the architectural designs, providing leadership to ensure a deep understanding and implementation of data strategies effectively.

Accenture, Bangalore— *Software Engineering Analyst*

August 2014 - May 2017

My Responsibilities include designing and building PL/Sql applications for auditing and validating the transaction data of retail clients. Designing and Building Oracle Forms and Reports.

EDUCATION

M S Ramaiah Institute of Technology, Bangalore— *MCA*

October 2011 - July 2014

S V M Arts, Science And Commerce College, Ilkal— *BSc*

August 2008 - July 2011

PROJECTS

Prism Material Plugin — *Unreal Engine Plugin*

Developed an Unreal Engine plugin tailored specifically for Human-Machine Interface (HMI) development, designed to convert custom GLSL pixel shaders into Unreal Engine materials. This innovative tool streamlines the integration of complex visual effects into HMI applications, enhancing interactive displays and interfaces. By bridging the gap between traditional GLSL shader programming and Unreal Engine's versatile material system, the plugin significantly boosts the visual and interactive capabilities of HMI solutions.

ShikshaVR/ UniVR — *Android VR and Oculus VR Application*

Developed an Android and Oculus app with AR/VR educational modules for mobile and VR headsets, integrating REST APIs, Oculus/ Meta API's for authentication and product display, Purchase transactions. Collaborated with UI/UX for interface development and migrated the product to Google App Store and Oculus App Store.

GetSpot — *Android and Web Application*

Engineered a web and Android application for real-time tracking and meeting planning for on-field employees. Designed data models and architecture, managed PostgreSQL database, and ensured compliance with data and architectural standards.

OnPoint — *iOS and Web Application*

Rolled out an iOS app and web platform for travel planning and exploration. Created data models and architecture documentation, worked closely with stakeholders, managed live server and data migration.

PristinePVX — *cloud-based IP-PBX*

Implemented a cloud-based IP-PBX server using Freeswitch, developed the UI for server control, designed data architecture, and managed PostgreSQL database, ensuring adherence to data and architectural standards.

DRDO — *WEBRTC and JavaScript Application*

Developed video conferencing capabilities using WEBRTC and JavaScript and a client application using Python for PBX server interaction, maintaining compliance with data and architectural standards.

Schoolwyse — *Android and Web Application*

Developed an Android application for school management, participated in project implementation, and ensured adherence to data and architectural standards.

Plannnck — *Web Application*

Developed a PostgreSQL database and point allocation component for a cloud-based volunteering platform, integrating database models into the solution.

Helpdesk Management System — *Web Application*

Rolled out a system for managing customer service processes, automated ticket creation via inbound emails, customized applications for client needs.

Lux Calculator — *Android and iOS Applications*

Developed Android and iOS applications for light fixture recommendations, implementing algorithms for lux value calculation based on stakeholder requirements.

Vianet — C++ *Middleware*

Created middleware for integrating social platforms and PBX systems with a custom CRM, including a 3CX integration.

MyMy Doc — *Android and Web Application*

Developed a cloud-based web and Android application to streamline healthcare processes, designed data models and architecture, and

developed backend APIs.

Oracle ERP—ERP

Developed Oracle Forms and Reports, PL/SQL queries, procedures, and functions to enhance Oracle Forms and Reports development.