Contact

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ongolejayanth@gmail.com

www.linkedin.com/in/jayanth-ongole (LinkedIn)
jayanthongole.github.io/ (Portfolio)
github.com/JayCode-bit (Portfolio)

Top Skills

Low Level Programming
Low-Level Design
SOLID Design Principles

Certifications

Unity Junior Programmer
Foundational C# with Microsoft
C++ Course: Learn the Essentials
Jira Fundamentals Badge
3D Modeling, Compositing & Matchmaking, Visual Effects, 3D STEREO Rotoscoping

Jayanth Ongole

Simulation System Engineer | Unity | Unreal | Defence & Training Simulators | Real-Time Systems | Hardware + Software Integration | C# | C++| Distributed Simulation Architecture
Hyderabad, Telangana, India

Summary

I am a Simulation Systems Engineer specializing in real-time training and simulation systems with expertise in Unity(C#), Unreal (C++) distributed simulation architecture, and hardware-software integration.

I have contributed to multiple large-scale training simulators across railway and defence domains, including driving and firing simulators built on instructor–trainee distributed architecture with real-time evaluation and reporting systems. My work involves designing complete simulation ecosystems — from physics-driven environments and control systems to embedded hardware integration and performance analytics.

I have hands-on experience building integrated simulation products, including hardware modules, embedded systems, and real-time communication frameworks. I also create 3D assets when required and work across the full simulation development lifecycle.

Core Areas: Simulation Engineering, Real-Time Systems, Unity Development, Unreal Development, Distributed Architecture, Hardware-Software Integration, Training Simulators, Embedded Systems, C#, C++, .NET.

I am passionate about building next-generation simulation, training, and interactive systems, and I am open to opportunities in Simulation Engineering, Unity Development, and Real-Time Systems, Gaming Industry.

Portfolio: https://jayanthongole.github.io/

Experience

Digital Curve IT Solutions Pvt Ltd

4 years 4 months

Simulation System Engineer
November 2025 - Present (4 months)
Hyderabad, Telangana, India

Simulation Software Engineer
November 2024 - November 2025 (1 year 1 month)
Hyderabad, Telangana, India

• Missile Firing Simulator (Defence Training Missile & Radar Simulation)

• Truck Driving Simulator (Defence)

Software Engineer
November 2023 - November 2024 (1 year 1 month)
Hyderabad, Telangana, India

• WAG9 Railway Driving Simulator

• Legacy Simulator System Recovery

Trainee Software Engineer
November 2022 - November 2023 (1 year 1 month)
Hyderabad, Telangana, India

• Station Master Simulator

• Axle Counter Detection Module

• Servo Gauge Hardware Integration

Software Engineer Intern
November 2021 - November 2022 (1 year 1 month)
Hyderabad, Telangana, India

Developed small Unity simulation modules and supported core system feature implementation under senior guidance.

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Education

Dr. B. R. Ambedkar Open University, Hyderabad
Bachelor of Science - BS, Computer Applications, Physics, Chemistry · (March 2023 - December 2026)