MILIND

Software Developer

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https://github.com/Milind-cod3-base

ABOUT

Passionate about crafting scalable and efficient software solutions by leveraging modern development methodologies.

EDUCATION

Artificial Intelligence for Smart Sensors and Actuators (Master of Engineering)

Deggendorf Institute of Technology

03.2022 - 03.2025 93413 Cham

Mechanical Engineering (Bachelor of Technology)

Vellore Institute of Technology

07.2016 - 06.2020 Vellore, Tamil Nadu, India

EXPERIENCE

Qt Application Developer

Persystems

01.10.2024 - 30.02.2025 Franz-Mayer-Straße 1, 93053 Regensburg

- Developed Virtual Testbench GUI, a Simulation Windows Application for industrial and automotive electric components, using C++ and the Qt Framework. Virtual TestBench is a lightweight alternative to MATLAB / Simulink.
- Implemented Licence check service in the Virtual Testbench.

Qt Application Working Student

Persystems

01.07.2024 - 30.02.2025 Franz-Mayer-Straße 1, 93053 Regensburg

- Created a GUI nodes system where users can drag, drop, and connect various simulation electronic components with their interfaces to run the simulation using the Qt Nodes library.
- Utilizing Qt Creator as the Integrated Development Environment (IDE) for development.
- Iteratively optimising the UI and UX for better User Flow.

Master Thesis in ADAS Virtual Validation

AVL Software and Functions GmbH

01.11.2023 - 01.05.2024 Im Gewerbepark B29 93059 Regensburg

- Engineered a co-simulation platform for AV ADAS verification and enhanced AVL's FMU Generation Utility to FMI 3.0 with C++ for integration with Carla and esmini, adhering to ASAM standards.

Working Student

AVL Software and Functions GmbH

15.02.2023 - 31.10.2023 Im Gewerbepark B29 93059 Regensburg

- Worked in ADAS Digitalization, focusing on engineering environments, including demonstrating SOA with Adaptive AUTOSAR.
- Analyzed middleware technologies like ROS 2 and Adaptive AUTOSAR, and developed C++ applications and tools for Adaptive Application deployment using Azure DevOps.
- Optimized RT Linux OS via Yocto for real-time automotive systems, ensuring efficiency across ECUs.

SKILLS

- C / C++
- Qt Framework / QML
- DirectX / HLSL
- OpenGL / GLSL
- Unreal Plugin and UBT
- Blueprint Programming
- Python
- Linux / Unix Systems
- CMake
- Altassian Jira
- Git

PROJECT

137Neutron **08.2025**

Check at 137studios.net. An Unreal Engine plugin suite for AI-driven texture compression, achieving 4.5x better compression than BCn methods (under development). Utilizes neural networks to compress PBR textures, reducing game sizes while maintaining quality. Features Neutron Editor for async-batch compression and Neutron Runtime for optimized load times. Currently PC-focused, with plans for multi-platform support.

HOBBIES

Video Games and Mods | Cycling | Classic and Hard Rock

LANGUAGES

- English
- German
- Hindi