

MILIND

Software Developer

📍 Prinz-Rupprecht-Straße 10B, 93053 Regensburg @ milind.official98@gmail.com ☎ +49-17634377090
📅 20.10.1998 🇮🇳 Indian in http://www.linkedin.com/in/milind-514b62151
🔗 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 - 28.02.2025 📍 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 - 01.10.2024 📍 Franz-Mayer-Straße 1, 93053 Regensburg

- Created a visual nodes GUI 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 (Service-Oriented Architecture) with Adaptive AUTOSAR for automobiles.
- 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

Java / Spring Boot	●●●●●
Kotlin	●●●●●
Helm	●●●●●
Aura	●●●●●
LWC (Lightning Web Comp.)	●●●●●
C++	●●●●●
CI / CD	●●●●●
Linux / Unix Systems	●●●●●
Software Test / V Model	●●●●●
Docker / Kubernetes	●●●●●
Azure DevOps	●●●●●
Git	●●●●●

PROJECT

🌐	BrowserGameUI	📅 04.2025
	Developed a dynamic browser game UI using React (16.2.0), featuring a navigation bar, stats cards, and a circular menu for actions like Start and Settings. Implemented an interactive map that rotates with mouse movement, enhancing user engagement. Utilized React Router for seamless navigation across Home, Map, and Stats pages. Employed Styled Components for modern, scalable styling. Structured with Create React App, including reusable components for quests, achievements, and skills displays. Managed build processes with npm for efficient development and deployment.	

HOBBIES

Video Games	Cycling
Classic and Hard Rock	

LANGUAGES

English	●●●●●
German	●●●●●
Hindi	●●●●●