

# MILIND

## Software Developer

📍 Prinz-Rupprecht-Straße 10B, 93053 Regensburg @ milind.official98@gmail.com  
📅 20.10.1998 🇮🇳 Indian in http://www.linkedin.com/in/milind-514b62151  
🔗 https://github.com/Milind-cod3-base

☎ +49-17646501001



## 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

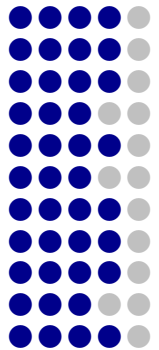
AVL Software and Functions GmbH

📅 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

