

MILIND

Software Developer

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ABOUT

On a quest to conquer the realm of game development, with lines of code and debugging tools as my weapons, I wish to engage in a boss battle against monotony.

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 Working Student

Persystems

📅 01.07.2024 - Present 📍 Franz-Mayer-Straße 1, 93053 Regensburg

- Developing Virtual Testbench, a Simulation Windows Application for industrial and automotive electric components, using C++ and the Qt Framework.
- Leveraging the Model-View-Controller (MVC) architecture of the Qt Framework to integrate backend models with the GUI.
- Created a visual 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 comprehensive co-simulation platform for Autonomous Vehicles, focusing on ADAS function verification through closed-loop setups.
- Enhanced FMU Generation Utility to FMI 3.0 using C++, integrating advanced simulation environments like Carla and esmini, following ASAM standards.

Working Student

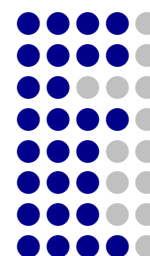
AVL Software and Functions GmbH

📅 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.
- Optimized RT Linux OS via Yocto for real-time automotive systems, ensuring efficiency across ECUs.

SKILLS

C / C++
Qt Framework
C#
Unreal Engine
Unreal Plugin and UBT
Python
Linux / Unix based OS
Git



PROJECT



comeFlyWithMe

📅 09.2024

An Unreal Engine plugin for texture compression (currently under development), based on the AMD NTBC research paper, includes a dedicated editor tab. This interface allows users to choose different compression algorithms from a dropdown menu, each suited for the specific texture channels being compressed. Additionally, it provides viewport windows to display both the compressed and uncompressed forms of the texture for direct comparison. Plugin's name is inspired by a cheat code from GTA Vice City.

HOBBIES

Video Games

Deep Space

Classic and Hard Rock

LANGUAGES

English
German
Hindi

