

# Resume

## Personal Details

Name Prithvi Prakashkumar Patel  
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Nationality Indian



## Qualification

**Since 08/2020**  
Area of Focus **M.E., Electrical Engg. and Embedded Systems**  
AI, Computer Vision, Automotive Systems  
Hochschule Ravensburg Weingarten  
Weingarten, 88250 Deutschland

**03/2016 – 08/2020**  
Area of Focus **B.E., Electrical Engg. and IT**  
Automation Technology, Networking  
Hochschule Ravensburg Weingarten  
Weingarten, 88250 Deutschland

## Professional Experience

**04/2020 - Now** **Master Thesis: Analysis and Evaluation of needs of a new generic and scalable cloud-based OTA update system**

- Design of a new generic and scalable architecture for OTA updates that can be applied to different domains

Soluware GmbH, Ravensburg

**02/2020 – 02/2022** **Working Student –Software Engineer/Developer**

- Projects on Xamarin, .NET Framework: WPF, Web API

Soluware GmbH, Ravensburg

**11/2018 – 10/2020** **Software Development Team Leader (Python)**

- Software-Architecture design, Mars-Rover On-board system

RWU, Weingarten

## Hands-On Projects

**09/2021 – 02/2022** **Restaurant Robot (ROS, Python, Docker)**

- Development of robotic algorithm where the robot picks up the dishes from kitchen as soon as event is triggered, navigates to the table where the order originated and keeps the dishes on the table and return to initial position or state. Developed in Python, ROS, and Docker Containers.

03/2021 – 08/2021

### Womega E-Commerce Full Stack Web App

- Fullstack E-Commerce WebApp that allows customers to browse clothing, add to cart and pay with credit/debit cards. Also created an admin portal to maintain products, view analytics of the business and perform business activities. Uses C#, .NET Core for backend, HTML, Bulma CSS and VueJs for frontend and local database.

Github: <https://bit.ly/WomegaWebApp>

09/2021 – 09/2021

### Android Game – Slippery Box

- Slippery box is a platformer game made in Unity 3D. Developed in C# and published it in google play store.

Google Play Store: <https://bit.ly/SlipperyBox>

## Technical Skills

### Skills

C, C++ with graphics and embedded programming,  
JAVA – Android Studio, Swing, Linux command line,  
Git and Gitlab for projects, Meld, Unity 3D Game Engine  
C# for Xamarin, WPF and Web API .Net Framework, .Net Core MVC–  
MVVM Web Application, C++, Python (ROS), SCRUM,  
Cloud architectures, Software architectures, Design Patterns

### Software tools

Code::Blocks, Netbeans IDE, Eclipse IDE, Design Suite,  
Atom IDE, Microsoft Office: Word, Powerpoint, Excel und Access,  
Visual Paradigm UML-Werkzeug, Visual Studio., C#, Android Studio,  
Visual Studio Code

### Languages

Deutsch

Advanced (Niveau B2)

English

Fluent in Writing/Speaking

Gujarati

Mother Tongue

## Hobbies

Part-time Indie Game Developer

Weingarten, 28.06.2022

*Prithvi Patel*

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