

Atul kumar

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Summary

I am a passionate IT professional with keen interest in technology and building software. Below is a quick summary of my professional journey:

- Seven years of proven software development experience in IT industry
- Highly proficient in C, C++, Object Oriented Design/Analysis, Qt framework, Linux Internals, QML.
- Working knowledge and of Python, XML, Machine learning algorithms/perception focused on self-driving car.
- Built high-quality software based on various Enterprise Technology and platform.
- Experienced in using various industry standard tools and techniques for development, code management, unit testing, release management, automation and ROS (Robotic Operating system).
- Strong analytical, interpersonal skills, conceptual and practical understanding of technology operations
- Good understanding and experience using JIRA, Confluence, modern SDLC and agile delivery.

Skills & Abilities

LANGUAGES	C++, STL, C++11/14, C, Linux Internals, Python, XML, QML, JSON
IDE	Visual studio 10/12/15/17, Qt creator 3.7, CGI studio, Eclipse
TOOLS	ROS, RPA, Jira, Bitbucket, GIT, Stash, Confluence, Fisheye, CAN analyzer, GDB, Core dump, Leaktracer, Elvis, SystemTap, IBM Clear case, IAR State machine 7.2, Jenkins, DLT (Diagnostic log & trace).
OPERATING SYSTEMS	Windows7/8/10, Linux, Ubuntu 14.0, Yocto (Automotive Linux)
PROTOCOLS	CAN, TCP, UDP, G2S
OTHER	IBM Virtual box, VMware Player, IBM Logiscope, Lint, Radar, DOOR, Code Sonar
UML TOOLS	Enterprise Architect, Start UML 2.0

Experience

SYSTEM ENGINEER | VALUE LABS | 2017 – TILL DATE

Project: Slot Machine game to system protocol development

This project was to develop controlling protocol to connected slot machine as per NSW market.

My Responsibilities:

- Develop, Implement and bug fixes in legacy code base and extend the protocol.
- Add new interface, event, message for electronic gaming machine, ticket in ticket out for payment system.

Skills Used: C++, C, XML, JSON, SQLite, SQL

Achievements:

- Successfully developed prototype and first drop to USA team for testing.
- Developed application to start the engine.

SENIOR ENGINEER | HARMAN INTERNATIONAL | 2016 – 2017

Project: Next generation FORD low-cost infotainment system

This project was to develop next generation Qt based HMI/UI for Ford worldwide on Harman low-cost next-generation platform.

My Responsibilities:

- Develop, Implement and bug fixes for setting and audio applications.
- Put first level analysis/fixed on build errors/ system crash & pass to respective team/developer.

Skills Used: C++, Qt 5.7, RPA, QML, Photoshop, JSON

Achievements:

- Successful feature freeze of settings & audio application with a high standard of quality.
- Integrated language & font tool to find errors during compilation before merging to master branch.

SENIOR ENGINEER | ROBERT BOSCH BUSINESS AND ENGINEERING SOLUTION LTD | 2014 - 2016

Project: Third generation toolchain development in vehicle infotainment

Developing toolchain used for various customers' projects based on MVC architecture.

My Responsibilities:

- Develop and implement the design concept for various 2D, 3D widget & animation for HMI/UI. (Timer widget, clock widget, keyboard widget & processing widget)
- Develop and implement prediction feature for the Chinese characters, based on user input in the widget for China's leading OEM.
- Debugging the target by GDB using eclipse for black screen, the distorted image in navigation application.
- Analyze log files of different tools like DLT viewer, CPU load & memory leak.

Skills Used: C++, xml, C, open GL concept and Shader programming.

Achievements:

- Successful demonstration of prediction feature for APAC region.

SOFTWARE ENGINEER (R&D) | MINDTREE LTD | 2011 – 2013

Project: Infotainment platform development (NGIP) by Tom Tom Europe

Software is intended for easy and quick integration of specific new applications or updates, across market segments and tier one suppliers.

My Responsibilities:

- Develop code for routing adapter using GENIVI interface having QT base HMI/UI.
- Develop unit test for guidance adapter for Gmock unit test framework

Skills Used: C++, QT 4.0, C, Linux Internals

Achievements:

- Unit test coverage reduced test team effort. Worked with a completely new project team and trained them to use code base, feature, the state machine to work independently.

Education & Certification

PROFESSIONAL SCRUM MASTER CERTIFIED | 2017 | SCRUM.ORG

ROBOTIC PROCESS AUTOMATION DEVELOPER (RPA) CERTIFIED | 2017 | UIPATH

SOLUTION ARCHITECT TRAINING CERTIFICATE | 2018 | UIPATH