

DEEPAK BHOLE

SOFTWARE DEVELOPER

CONTACT

+91-8237468343

bholedeepak07@gmail.com

[My Portfolio](#)

Shivai Nagar, Thane

SKILLS

Object Oriented Programming (C++, C#).

3D Engines (Unity 3D, Unreal Engine).

Networking (Multiplayer and cloud computing).

Software & Tools (GIT, Perforce, VisualStudio, Wireshark, Linux).

Backend (JavaScript Basics, Node.js, Rest API, MongoDB, NGNIX).

Deep Learning Basics (Python).

Other skills (Robotics, IoT, Microsoft Office).

Strong communication and problem-solving skills.

EDUCATION

Bachelor in Engineering (Mech)

Fr. Conceicao Rodrigues Institute of Technology, Vashi

2016-2020 CGPA 8.89/10

Coursework:

Applied mathematics,
Physics,
Engineering Mechanics,
C, C++ programming,
CAD/CAM/CAE,
Kinematics of Machinery,
Robotics,
Industrial Electronics and Mechatronics.

PROFILE

Passionate Engineer and Developer with a strong interest in the latest technologies. Experienced in working well within **diverse teams** and curious about various skills needed for **cutting-edge technology development**. Specializes in **XR technologies**, leads research and development, and manages tech stacks for XR projects. Proficient in maintaining technical infrastructure and smoothly integrating prototypes into 3D game engines such as **UE5 and Unity3D**. A tech enthusiast dedicated to making a positive impact and contributing to the dynamic technological landscape.

WORK EXPERIENCE

Software Developer

Ajnalens

2022-Present

- Played a key role in the **development of applications** for welding, Painting, and camshaft assembly for worker XR training.
- As part of my role, I implemented various **research and development prototypes** for proof of concept in Unreal Engine and Unity.

PoC Projects:

- a. **Digital Twin** for remote control robot with VR device.
- b. Synthetic **Data generation** using a 3D engine for **AI** model training.
- c. **Cloud computing** for XR applications (App. streaming).
- d. Dynamic procedural level generation for **3D VR launcher**.
- e. **Windows services** development (.NET/C#) as per project need.
- Developed and implemented **authentication SDK** with application **Analytics** for Unity and Unreal from scratch.
- Working on **cloud application streaming client** in Unity.
- Conducted technical interviews** for software developer positions, evaluating candidates' coding skills, problem-solving abilities, and knowledge of relevant technologies.
- Skills:** C++ · C# · Unreal Engine · Unity 3D · Javascript · Leadership · cloud computing · Teamwork

Design Engineer

Godrej & Boyce Mfg. Co. Ltd

2020-2022

- I was Responsible for **Designing new engineering products** and processes.
- Crafting models and drawings of products using CAD software (PTC CREO, AutoCAD).
- Analyzing prototype data and making changes in product design for enhancements, and product quality improvements.
- Improving existing products and processes as per current customer needs.
- Researching new product ideas** and methods.
- Maintaining accurate records and documentation of the design process and system setup of products for production.
- Ensuring products are user- and environment-friendly.
- Presenting prototypes and designs to **cross-functional** teams and project managers.
- Skills:** Project Management · Management · AutoCAD · PTC Creo · Windchill 9.1 · Leadership · Creativity Skills · Teamwork

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LANGUAGES

English

Hindi

Marathi

INTERESTS

Travelling, Trekking, Adventure activities.

Learning any new skill.

Drawing, Painting, Computer Games.

CERTIFICATIONS

Complete C# Unity Game Developer 3D.
(03/2022 - 06/2022)

DeepLearning.AI Deep Learning
Specialization.
(04/2020 - 05/2020)

Python for Everybody Specialization.
(07/2020 - 09/2020)

Excel Skills for Business.
(04/2020 - 06/2020)

Robotics (Silver Medal).
(07/2019 - 09/2020)

PROJECTS

XR Training Experiences (Welding, Painting, Camshaft assembly)

Ajnalens (11/2022 - 05/2023)

- Unity 3D | SteamVR | Physics Interaction in VR | Snapdragon spaces SDK | C# | User analytics | Authentication system.

XR Application platform

Ajnalens (06/2023 - 10/2023)

- Unreal Engine | REST API Integration | Windows services | XR Multiplayer | UI Widgets | C++ | Custom Subsystems | Unreal Plugin development | Android platform porting.

Cloud streaming for XR Application

Ajnalens (04/2023 - 12/2023)

- RTSP video streaming android Plugin for Unity, Unreal | socket programming | Multithreading | OpenCV Integration | C# | C++ | streaming client.

Kafka Client plugin

Personal Project (Unreal Engine) (06/2023 - 10/2024)

- Kafka C++ library wrapper | Blueprint function exposed for ease | Admin, producer, consumer for publisher-subscriber model | Dummy application for demo
- Marketplace Link:** <https://www.unrealengine.com/marketplace/en-US/product/kafka-clients>

AR Racing Car

Personal Project (Unity3D) (01/2022 - 03/2022)

- Lightship ARDK mesh | ARplacementReticle | Car controller | Game Manager | scriptable objects.

Jungle Night (Zombie FPS, survival game)

Personal Project (Unity3D) (05/2022 - 06/2020)

- AI (NavMeshAgent) for enemy | Physics Raycast | Probuilder.
- Integration of third-party visual assets Animation | 3D models | particle systems (VFX) | lighting systems | SFX.

Realm Rush (Tower Defense)

Personal Project (Unity3D) (04/2022 - 06/2022)

- Grid Manager | Object pooling | Breadth-first search pathfinding algorithm | Money manager(Bank).

DEEPAK BHOLE

SOFTWARE DEVELOPER

TO WHOM IT MAY CONCERN,

I am Deepak Bhole, a Software Developer holding a Bachelor's degree from Fr. Conceicao Rodrigues Institute of Technology, Vashi. Throughout my academic journey, I achieved a commendable CGPA of 8.89/10, with a curriculum covering applied mathematics, physics, engineering mechanics, and programming languages like C and C++.

Currently, I have contributed significantly to Ajnalens as a Software Developer since 2022. My focus lies in XR technology development, leveraging 3D engines such as Unity 3D and Unreal Engine. Within this role, I have played a key part in developing XR applications for XR training. Notable projects include a **Digital Twin** for remote control robots, a 3D XR application **Launcher**, synthetic data generation for **AI** model training, and the implementation of **cloud computing for XR applications**.

Before my current role, I served as a Design Engineer at Godrej & Boyce Mfg. Co. Ltd from 2020 to 2022. During this period, I was responsible for **designing new engineering products and processes**. I collaborated seamlessly with cross-functional teams, presenting prototypes and designs to ensure a comprehensive approach to product development.

My technical skill set extends to languages such as **C++** and **C#**, expertise in **3D engines, Computer Graphics, networking**, and a foundational understanding of **deep learning**. I have undertaken various certifications, including becoming a Complete C# Unity Game Developer, earning a Deep Learning Specialization, completing a Python for Everybody Specialization, and mastering Excel Skills for Business.

Beyond my professional endeavors, I am deeply interested in traveling, trekking, adventure activities, drawing, painting, and computer games. I am passionate about technology and constantly seek opportunities to expand my skills and contribute to cutting-edge developments in the field. My dedication to **team collaboration** and **cross-functional teamwork** underscores my commitment to achieving excellence in every project.

SINCERELY,



DEEPAK BHOLE
