Deepak Bhole

Aspiring XR Developer | Game Programmer

Tech enthusiast who likes to solve problems creatively. Always energetic, self-motivated and eager to learn. Having experience of working as a part of a team and individually.

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📍 MUMBAI, INDIA 🖥 deepak-bhole.github.io/

in linkedin.com/in/deepak-bhole ○ github.com/deepak-bhole

EDUCATION

Bachelor in Engineering (Mechanical)
Fr. Conceicao Rodrigues Institute of Technology, Vashi

06/2016 - 10/2020   *CGPA 8.89/10*
Courses
- Applied mathematics, Physics, Engineering Mechanics, C programming, CAD/CAM/CAE, DBMS, Kinematics of Machinery, Industrial Electronics, and Mechatronics.

PERSONAL PROJECTS

AR Racing Car (06/2022 - 07/2022)
- Lightship ARDK mesh | ARplacementReticle | Car controller | Game Manager | scriptable objects.

Jungle Night (Zombie FPS, survival game) (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.

Argon Assault (Timeline based shooting game) (04/2022 - 05/2020)
- UI Design | Timelines | animation in timeline | Terrains | Player controller.

Realm Rush (Tower Defense) (04/2022 - 06/2022)
- Grid Manager | Object pooling | Breadth first search pathfinding algorithm | Money manager(Bank).

Business Card (04/2022 - 04/2022)
- Vuforia | UI design.

WORK EXPERIENCE

Design Engineer
Godrej & Boyce Mfg. Co. Ltd.

12/2020 - 05/2022   *Mumbai*
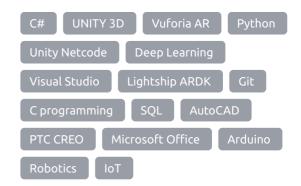*Tasks*
- New Product Design.
- Models and Drawings using CAD software.
- Testing prototypes and steps to improve efficiency.

Unity Developer
AjnaLens

07/2022 - Present   *Mumbai*
AjnaLens is a Computer Hardware Manufacturing Company working on Augmenting Human Intelligence

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SKILLS

`C#` `UNITY 3D` `Vuforia AR` `Python`
`Unity Netcode` `Deep Learning`
`Visual Studio` `Lightship ARDK` `Git`
`C programming` `SQL` `AutoCAD`
`PTC CREO` `Microsoft Office` `Arduino`
`Robotics` `IoT`

CERTIFICATES

Complete C# Unity Game Developer 3D (03/2022 - 06/2022)
Through OOPs concepts and game programming in Unity 3D using C# programming language.

DeepLearning.AI Deep Learning Specialization (04/2020 - 05/2020)
Builting neural network architectures such as Convolutional Neural Networks, Recurrent Neural Networks, LSTMs, and Transformers.

Python for Everybody Specialization (07/2020 - 09/2020)
Fundamental programming concepts through using the Python programming language.

Excel Skills for Business (04/2020 - 06/2020)
Designing sophisticated spreadsheets, and performing complex calculations using advanced Excel features and techniques.

Robotics (Silver Medal) (07/2019 - 09/2020)
Basic to Advance Concepts of Robotics.

LANGUAGES

English
Professional Working Proficiency

Hindi
Full Professional Proficiency

Marathi
Native or Bilingual Proficiency

INTERESTS

Carrom Gaming Trekking Drawing