Pratik Hadawale

⊟ PROFESSIONAL EXPERIENCE

Junior Software Developer, CAD+T Consulting GmbH

- Optimized 3D simulation FPS from 4 to 60, reduced draw calls by 97% (21,664 to 745), and decreased loading time from 62.3s to 7.9s through optimized geometry creation, cached/shared materials.
- Implemented Path-Tracing with custom workflow for realistic rendering, including integration in Webpack / Vite for build. This implementation also lead to gain funding for the project
- Developed machining operations enabling cut-outs (e.g., CNC machines) and "mitter joint" functionality using CSG.
- **Implemented** dynamic stadium-like lighting, **HDR/shaders** integration, shadow effects and, enhancing rendering accuracy.
- **Fixed critical** bugs affecting 2D blueprint creation, resulting 3D simulation, mesh / material artifacts, and material rotation for AutoCAD models.
- **Supported** and guided a **cross-functional** team while managing individual deadlines
- Enhanced user interactions with geometries in 2D/3D environments by adding visual cues and overlay text

Full Stack Web Developer, AVS Technology

I worked, as a **freelancer**, on various kinds of **logistics and invoice software**, primarily my work was to transform the existing .net platform software to web based platform

- Converted c# .net pages from desktop to responsive web pages
- Developed database and stored procedures for web pages
- Connected the front end and the back-end
- Developed connection between database and backend

Freelance, Sona Enterprises

I created a full stack website for a "Paint Roller" company. My work consisted the following:

- Designed website in figma and Created frontend
- Developed Backend Logic for various services
- **Developed** email and mobile messaging service to let owner know when someone contacts through website
- Set up Domain and Hosting on Godaddy.com &
- Worked with APIs from two different frameworks

PROJECTS

Technical Creative Projects Showcase, *Explore my projects with descriptions and visuals* https://github.com/irrevocablesake/Portfolio-of-Projects *∂*

Procedural-3D-Maze-Generator

Link: https://github.com/irrevocablesake/Procedural-3D-Maze-Generator/ ∅

Learnt: Memory management, Implementing algorithms with respect to 3D graphics, API Creation, Optimizations

Info: This is a Procedural 3D Maze Generator, all of the things you see above are created in code. On click of a button you can create new mazes on the fly!

Rubik's Cube Simulator

Link: https:/github.com/irrevocablesake/The-Cyber-Cube ∂

Learnt: 3D Graphics and application of mathematics / Physics

Info:A simple web based rubik's cube simulator, which allows one to spawn a rubik's cube of any size, scramble it and interact with it using mouse, in order to be able to solve it

2023 Oct – present Coimbatore, India

2019 Sep – 2019 Dec Navi Mumbai, India

2019 Jun – 2019 Aug Navi Mumbai, India

3D Graphics Libraries / APIs

Three.js, OpenGL, WebGL, GLSL, SFML, Blender, MagicalVoxel, R3F

Libraries / APIs

React JS, Zustand, Bootstrap, .net, mailchimp, twilio, expressjs, SVN version control, Flask, Jekyll

Languages

Javascript, C++, C, C#, NodeJs, Html, Css, Python

្ជាំ ART STATION

2D & 3D ART

Works: https://www.artstation.com/pratikhadawale_sake *⊘* **Animation Project:** https://www.artstation.com/artwork/6NxeAV *⊘*

Felicitation with Gift, *CAD+T Solutions GmbH*

2024

• **Mentored professors** on JSReports as part of a company's initiative to bridge gap between university cirriculum and industry standards

Trophy and Certificate, KBP College

- Got trophy and certificate for achieving 1st rank, in the First Year of Degree
- Got certificate for achieving 2nd rank, in the Third Year of Degree

EDUCATION

Bachelors of Science in Computer Science, KBP College

2019 - 2022

CGPA for six semesters: 9.92 / 10

Related Modules: DBMS, Disc Math, DSA, .Net, Web Dev, Comp Networks

Navi Mumbai, India