

## **Pralhad Patil – Senior Engineer**

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### **PROFESSIONAL SUMMARY:**

- Overall 7+ Years of strong experience in analysis, design, development & implementation of various web, Adobe Plugins, Desktop Applications using Java/J2EE, PHP, NodeJS, C++, Qt, Javascript.
- Extensively worked on PLM, Art Design, Automotive domain software applications
- Proficient in working with various technologies like Java/JEE, Core Java, JSP, Servlets, JDBC, XML, Web Services, PHP, C++, Qt, and Front End development.
- Extensive experience in working with Consumer Packaged Goods (CPG) and Automotive Tools Development.
- Proficient in all phases of SDLC (analysis, design, development, testing, and deployment) and highly competent in gathering user requirements and converting them into software requirement specifications using Object-Oriented Techniques.
- Extensively experienced with Integrated Development Environments (IDE's) and tools like Eclipse, NetBeans, Visual Studio, Unipilot.
- Strong experience to work with server-based applications and stand-alone applications.
- Expertise in web-based GUIs development using JSP, HTML, CSS, JQuery, JavaScript, and JSON, and started off with ReactJS.
- Expertise in developing AdobeSDK based plugin for Adobe Illustrator.
- Experience using J2EE Design Patterns like MVC architecture pattern, Singleton, Chain of Responsibility Pattern, Command Pattern, Abstract Factory, and Factory Pattern while designing reusable components.
- Produced and Consumed Web services in various styles with various APIs like Apache, Jackson, JAXB.
- Experience in working with Restful Architecture.
- Worked on Windows, Macintosh, and Linux Operating Systems.
- Created Test cases using Junit
- Experienced Agile, Waterfall and, Test Driven Development ways of software development.
- Quick Learner, Individual Contributor, and excellent team-player with strong personal and group communication skills.

### **SIGNIFICANT ACCOMPLISHMENTS:**

- Awarded Best New Comer in Dassault Systemes

**TECHNICAL SKILLS:**

<b>Operating System</b>	Windows, Macintosh, Linus
<b>Frameworks</b>	eMatrix/Enovia V6, Adobe SDK
<b>Databases</b>	Oracle 10g/9i/12c, MySQL, Mongo DB
<b>Web technologies</b>	Core Java, JavaBeans, JDBC, Java Servlets, JSP, HTML5, JavaScript, JQuery, CSS, Restful web services, PHP and ReactJS.
<b>Other technologies</b>	3DVia, Unipilot, Adobe AI Plugin, C++, Qt, Uniscript
<b>IDE</b>	Eclipse, Netbeans, Visual Studio, Qt Creator, Unipilot
<b>Version Control</b>	GitHub, SCM
<b>S/W Development Methodology</b>	Agile (Scrum), Waterfall.

**PROFESSIONAL EXPERIENCES:**

**Company Name:** Mercedes Benz Research and Development India Limited

**Location:** Bengaluru, India

**Project:** PEMS

**Role:** Senior Engineer

**Description:**

Vehicle emission certification and development is an important phase of vehicle release. Emission parameters of vehicle are notified by government agencies. These parameters are updated from time to time. Currently, Europe has EU-6 standards. PEMS is the software developed inhouse for certification and development of Mercedes Benz cars.

It provides below functionalities.

- Reading emission data from hardware
- Preprocessing of data
- Synchronization of data
- Mathematical formula application
- Generate user-intuitive reports with graphs and values

**Responsibilities:**

- Understanding the customer requirements and business processes in the area of Car Development and Certification departments.
- Authored Software Design Description using Confluence
- Developed the UML Design diagrams such as Class diagrams, Sequence Diagrams
- Developed the Application Programming Interfaces based on the design patterns
- Developed step interpolation, UI management algorithms.
- Created a unit testing framework for Uniscript.
- Providing estimations and reviewing the code.

**Environment:** Windows

**Technologies:** Unipilot, Uniscript

**Company Name:** Dassault Systèmes

**Location:** Bengaluru, India

**Project 1:** Artwork and Labelling

**Role:** Developer

**Description:**

AWL is mainly targeted for the CPG industry. This software is used to generate Labels (Image/Text Content) and final approved labels are used on the product packaging. It provides below functionalities.

- Global Features Setup and Geographic Configuration Wizard.
- Product Hierarchy Workplace.
- Copy Element Creation and Editing.
- Artwork Package & POAs.
- Bill of Label Management.

It also provides the facility to the end-users to create multiple SKU POAs (Stock Keeping Unit Piece of Art) based on pre-defined marketing options (country of sales and language) and further generate and export a bill of artwork assembly.

**Responsibilities:**

- Understanding the customer requirements and business processes in the area of CPG industries backend and front-end operations
- Authored the UML and Software Design document for Product Hierarchy Workplace.
- Developed the RESTful Web Services API for communicating with Adobe illustrator plug-in.
- Developed application API's using Core Java for many modules.
- Developed the User Interface using **JSP, JavaScript, JQuery, CSS, and JSON**
- Successfully moved the application to Cloud Server.
- Written JUnit Test Cases and WatIn ODTs to cover all red wire scenarios in the application.

**Environment:** Windows.

**Technologies:** Enovia V6, Java 1.7, RESTful Web Services, XML, JSON, JSP, Jason, HTML5, JQuery, JavaScript, Ajax.

**IDE:** Eclipse

**Project 2:** Artwork and Labeling Plugin for Adobe Illustrator

**Main Customers:** P&G

**Role:** Developer.

**Description:**

Artwork Plugin for Adobe Illustrator is used by the design studio to generate final artwork on the product. The plugin has the following capabilities

- Authentication using 3DExperience platform
- Fetching of text and Graphic information from AWL server
- Creation and Synchronisation of artwork information on the document
- Document check-in and checkout to server
- Document version management
- Preview of final artwork
- Authoring and Approval of artwork

**Responsibilities:**

- Understanding the requirement of design studios
- Authoring design document, Class Diagrams, Change Requests
- Developed and Consumed Restful APIs.
- Developed AdobeSDK based plugin
- Used Qt to create Hybrid UI in Adobe Illustrator using HTML and JavaScript.
- Fixed cross-platform issues in Windows, Macintosh
- Integrated File Versioning System
- Coordinated with the testing team to create Sikuli test cases

**Environment:** Windows, Macintosh.

**Technologies:** C++, Qt, JavaScript, AdobeSDK, Enovia V6, Java 1.7, RESTful Web Services, XML, JSON, JSP, HTML, JQuery, JavaScript, Ajax.

**IDE:** Visual Studio, QtCreator, Eclipse

**Project 3: 3D Merchandising Visualizer**

**Main Customers:** P&G

**Role:** Developer.

**Description:**

3D Merchandising team is responsible for creation of a virtual store using the 3DVia. It is 3d modeling of real-world objects. It is targetted for Consumer Goods to create a virtual shopping environment, convey the showroom arrangement by the store manager. It provides the following functionalities.

- Creation of 3d model of products, store, gondola.
- Validation of dimensions, spatial constraint, storage of layout, pathfinding.

**Project 2: Artwork and Labeling Plugin for Adobe Illustrator**

**Main Customers:** P&G

**Role:** Developer.

**Description:**

Artwork Plugin for Adobe Illustrator is used by the design studio to generate final artwork on the product. The plugin has the following capabilities

- Authentication using 3DExperience platform
- Fetching of text and Graphic information from AWL server
- Creation and Synchronisation of product and store information on the document
- Model check-in and checkout to server
- Preview of 3dmodel
- Authoring and Approval of 3dmodel

**Responsibilities:**

- The takeover of the project from previous developers
- Creation of new enhancements and support to existing customers
- Authoring Design Document, Change Requests.
- Code review

**Environment:** Web

**Technologies:** 3DVia script, Enovia V6, Java 1.7, RESTful Web Services, XML, JSON, JSP, HTML, JQuery, JavaScript, Ajax.

**IDE:** 3DVia, Eclipse

**Client Name:** Vaishnavi Systems

**Location:** Bangalore, India

**Project 1:** Inventory Management System

**Role:** Software Engineer

**Description:**

Vaishnavi Systems is into building the school management software. One module of whole system is Inventory Management of School. The inventory management tool is used by hostel staff to manage goods in the godown. Following functionalities are supported by the tool

- Create, update, delete items
- Custom report generation
- Invoice generation, Order creation
- UI to show the live status, reminder system

**Responsibilities:**

- Understanding the customer requirements and business processes involved.
- Authored the Software Design Description
- Designed the solution using Three-tiered software architecture
- Built separate Persistence Data, Business logic and User Interface layers.
- Implemented various GUI screens using Java, PHP, JavaScript, CSS, JQuery, and Ajax.
- Involved in supporting customers during Solution Acceptance Test
- Involved in complete development life-cycle from analysis, design, development, and unit testing.

**Environment:** Windows.

**Technologies:** Java, J2EE, JSP, Servlets, JavaScript, AJAX, MySql, Oracle

**IDE:** Netbeans

**PERSONAL DETAILS:**

Date Of Birth                      18 October 1990

Passport Number                N1266636

**REFERENCES:**

1. Vishnu Ravikumar - 9886479469 (MBRDI)
2. Subbarayudu Gangisetty - 9980191908 (3DS)