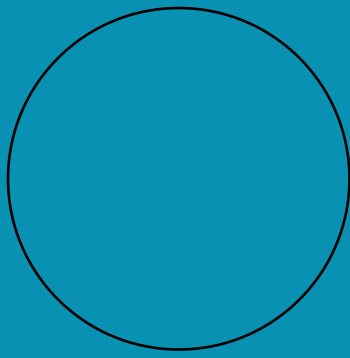




Kailash Vetal

Senior Software Manager

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📍 Pune, India

🌐 <https://kv47.dev>

Achievements

Highlighting key achievements in leadership role

- As a Department Manager, I oversaw key aspects including recruitment, goal setting, escalation resolution, employee onboarding, and training.
- Conducted a recruitment drive in colleges to get talented interns in organization.
- Led a 2-day workshop on Deltagen Direct Unity Plugin for over 20 participants.
- Represented 3DExcite @Unite 2017 in the Unity3D AEC division collaboration.
- Participated in Global Gamejam Events in 2014, 2016, and 2021.

Homelab

AWS | Google Cloud Platform | Cloudflare

Proxmox VE | LXC | Docker

Debian 10 | Ubuntu 22

Jenkins | Ansible | n8n | rPort

Truenas Scale | OpenMediaVault

Summary

Software Developer with **14+ years** experience in the industry, specializing in **Unity 3D for 9+ years**, and a passion for video games and 3D rendering technology. I keep myself updated with new tools and technologies to fulfill my career motto: **Deliver on Time, With Quality, Every Time.**

Skills

#1

Game Engines: Unity3D | Unreal Engine 5

Platforms: Mobile | Windows | WebGL | AR | VR | Linux | Cloud

Programming: C# | C++ | Shaders | Bash

Tools: Perforce | Git | SVN | Confluence | Jira | Bitbucket

Experience

Freelancer March 2023 – Present

Dassault Systemes Global Services Pvt. Ltd Pune, India

Software Solution Expert Manager November, 2021 - March 2023

- Mahindra AR Visualizer [iOS | Unity | AR | VisionLib]
- Toyota AR Accessories [iOS | Unity | VisionLib]
- Toyota AR Showroom [iOS | Unity | AR]

Dassault Systemes 3DExcite GmbH Munich, Germany

Software Solution Expert April, 2017 - November, 2021

- Deltagen - Direct Unity Plugin [Unity | Unreal | C++ | C# | WebSockets | gRPC | TDD | Agile | Scrum | Jenkins]
- Porsche 911 - WebGL Visualizer [Deltagen | Unity | WebCC]
- PSA DS9 - WebGL Experience [Deltagen | Unity | WebCC | TDD | Jenkins]
- BMW VR Experience [Unity | VR | HTC Vive]
- DS Design Studio - Point of Sale System [Deltagen | Unity | Windows | POS]
- Airbus A320 - Cabin Visualizer [Unity | Windows | Aviation]

PlaylzzOn Pune, India

Senior Unity Developer December, 2016 - August, 2016

- Sachin Saga - Play [Unity | Android | Freemium | Celebrity - Games]

Glu Mobile Inc. Hyderabad, India

Unity Developer December, 2014 - August, 2016

- Terminator Genisys: Revolution [iOS | Android | Unity | Team-City]
- Sniper X with Jason Statham [iOS | Android | Unity | Team-City]

Ubisoft Entertainment Pvt Ltd Pune, India

Game Developer June, 2010 - December, 2014

- Prince of Persia : Shadow and Flame [iOS | Android | Shiva3D | Lua]
- Prince of Persia : Time Run [iOS | In-house Game Engine | Lua]

Hobbies

Video Games

Off-Road Motorbiking

Hiking

Languages

English



Hindi



Marathi



German



Education

Vishwakarma Institute of Technology

Bachelor of Technology

Information Technology

Projects

Highlighting key projects that have been particularly gratifying and personally significant to me, reflecting both professional achievement and personal passion.

Deltagen - Direct Unity Plugin

2017 – 2022

- For over six years, I played a pivotal role in a five-person team that developed and maintained the Deltagen Direct Unity Plugin and Runtime.
- This innovative solution converts CAD models and their variants into AssetBundles and loads them into Runtime tailored for specific platforms or projects. As a result, project turnaround times decreased from months to weeks, significantly boosting productivity.
- This plugin is used company-wide to deliver multiple Web, Mobile, Windows, AR, VR, and Headless Streaming Service projects.

[link](#)

Porsche 911 WebGL Experience

2018 – 2020

- The Porsche WebCC project was a pioneering initiative, utilizing an advanced automated pipeline from Deltagen to Unity, resulting in an immersive, realistic, web-based car configurator experience.
- This project was successfully integrated into Porsche's official website, offering visitors a captivating and interactive 3D experience for the Porsche 911, Porsche 912, and Porsche Taycan car models.

[link](#)

Terminator Genisys: Revolution

2014 – 2016

- I was part of a five-member core game development team. This game had 10M+ downloads and 1M+ active users at its peak time.
- Built on Glu's successful freemium model, the game, along with captivating gameplay and a robust mission system, had strong game economy features like Mystery Box, Limited Time Missions, Weapons Trial, and PvE Events.
- Sophisticated automation, branching, and release cycles are developed to facilitate bug fixes, feature releases, and content updates to 1 million+ active users in a safe way.

[link](#)

Prince of Persia: Time Run

2013 – 2014

- This game was built on a low-level in-house, lua script-based game engine called Cosmos.
- I was responsible for character movement and the time reversal mechanism, which in turn required a lot of physics and game loop handling knowledge.
- To collaborate with the engine team better, I was in Paris for a short mission.

[link](#)

Personal Work

Homelab and Cloud Infrastructure

- Build and Manage a self-hosted infrastructure utilizing Proxmox VE for virtualization and VMs, LXC containers, and docker containers for services
- Leverage cloud services like AWS, GCP, and Cloudflare Tunnels for critical services and robust network connectivity.
- Self-hosted FOSS applications including Truenas, n8n, Ansible, Docker, Jenkins which demonstrate hands-on expertise in system administration and CI/CD tools required for Test Driven Development.