

Dilip B. Patil
Unity 3D Developer

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SUMMARY

Worked with various organizations spanning work on Augmented reality, Virtual reality, Game and app development, 3D Animation, e-Learning with around 9+ years of work experience.

WORK HISTORY

Digitas LBI, Mumbai

Designation: Senior Application Developer - Unity 3D

Responsibilities:

- Maintain and support applications
- Develop new features
- Developing 3D assets
- Responsible for animation tasks
- Responsible for graphics development

Projects:

F1 racing

Formula one App for all the F1 livetiming data and results, in-depth analysis.

- Duration:** since May 2018 to Date

Valtech India Pvt. Ltd., Bangalore

Designation: Senior Creative Designer - Unity 3D

Responsibilities:

- End-to-end responsible for developing VR/AR apps
- Creating 3D assets
- Holographic Interactive content creation
- Visual look development
- Demonstration of applications

Projects:

•Asian Paint POC(VR application for Samsung Gear)

Creating Virtual experience center for the customers to give more immersive experience to choose color themes for interiors. As well as customizing the interior layout. To develop this VR application we used Unity 3D, C#, Autodesk Maya, Photoshop etc., targeted to Samsung Gear VR platform.

•Simulator - Training for employees (VR Application)

Build AR application for employees to train them on high-end equipment(Confidential project).

•Addidas Shoe(AR application)

Created AR application to give an immersive experience of shoes as they are wearing real shoe. It's created using Vuforia Plugin in Unity. was given features like a change to different style shoes, colors, capture screen etc.

•Digital Hologram:

Creating content to be shown in the holographic display, where you can interact with content i.e. changing a color and getting info on the product.

Duration: February 2016 to May 2018

Larsen & Toubro Technology Service, Mysore

Designation: Senior Software Engineer- Unity 3D

Responsibilities:

- Augmentation(Vuforia)
- Data store/XML parsing
- Visual look development
- Animation

Projects:

•**Scania GuideMe(Android and iOS app)**

AR-based manual to enhance customer experience for Scania vehicles.

Duration: October 2015 to February 2016

Description:

Understanding client requirements, suggesting the design, support to create wire-frame and delivering the product within given deadline with Agile project management system. Implementation of a various plugins for **video player** and image gallery access, animation, transition etc.

Pearson Education India, Bangalore

Designation: Lead 3D Generalist

Responsibilities:

- Managing Project(end-to-end development)
- Setting standards for 3D Production
- Production based training delivery
- Unity Development for interactive content
- Creating Technical specs

Projects:

Created a variety of e-Learning modules, mechanical animations, science experiment animations with end-to-end production responsibilities. As well as Unity interactive content development ensuring compatibility with different platforms.

Description:

Making standards/guidelines for 3D projects to conceive it in acceptable deadlines. Worked on managing resources and finishing projects with quality, within a designated time frame.

Duration: Jan 2013 to May 2015

Tata Elxsi, Mumbai

Designation: CG Lighting Artist

Responsibilities:

- Master Lighting
- Shading
- Fx-lighting
- 3D Tracking
- Rendering
- Troubleshooting

Projects:

- Bislery TVC:
Responsible for Fx-lighting(Water splashes).
- Elf Oil TVC:
CG lighting with help of MAYA, handling huge models and BG sets.
- How to train your dragon TV series
Responsible for master lighting and shading with different passes for comping.
- Stereoscopic Presentations

Description:

Worked on various projects and delivered technical solutions for rendering, lighting & shading.
Created lighting and rendering pipelines for projects to optimize rendering cost and time.

Duration: April 2010 to January 2013

Media Factory Pvt. Ltd.

Designation: CG Lighting Artist

Responsibilities:

- Master Lighting
- Compositing
- Texturing
- Lighting and Rendering
- Shading
- Modeling

Projects:

- Something fishy – Trailer
- Hand-Eye Man – Trailer
- Other commercials

Description:

Various projects with different requirements helped me learn a lot of tools viz. Autodesk Maya, Adobe Photoshop, Eyeon Fusion, Adobe Aftereffect, PFtrack.

Duration: Jan 2009 to March 2010

Personal Projects

Archery 3D(Android mobile game):

Complete development(Writing code logic for developing 3D graphics and UI) with help of graphics tools and Unity 3D game engine. Its available in Google PlayStore™ with 10000+downloads and 4.3 average ratings.

[PlayStore Link](#)

Augmented Reality(Android app):

Complete development(Writing code logic for developing 3D graphics and UI) with help of Vuforia augmented development plugin for Unity, Graphics tools Maya, Photoshop, ZBrush.

[PlayStore Link](#)

SOFTWARE PROFICIENCY

Languages:

C#

Javascript(Elementary Level)

C++ (Elementary Level)

Game Engines:

Unity 3D

Graphics Applications:

Autodesk Maya

Autodesk 3ds Max(Elementry Level)

Adobe Photoshop

Z-Brush

Adobe AfterEffect

Eyeon Fusion

Adobe PremierePro

SoundForge

ACADEMIC QUALIFICATION:

Qualification	University	Year & Marks
Bachelor of Computer Applications	Indian Institute of Management and Technology (IIMRT)	2015 – 63.32 %
Degree in Computer Animation	Seamless Education Academic, Pune	2009 – B+ Grade

EDUCATIONAL QUALIFICATION:

Qualification	University	Year & Marks
HSC	Maharashtra State board	2005 - 48.83%
SSC	Maharashtra State board	2003 - 70.70%

PERSONAL INFORMATION:

Name: Dilip Bandu Patil

Father's name: Bandu Dada Patil

DOB: 16 April, 1988

Native place: Mumbai

Current work location: Bangalore