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Mumbai , Maharashtra 400066

Profiles

- <https://www.linkedin.com/in/prashant-dombale-185787100/>
- <https://github.com/drashantpombale>
- <https://www.prashantdombale.com/>

Skills

- C#
- C++
- Unity
- Unreal Engine

Education And Training

01/2018

B.E.(CMPN):

**Vivekanda's Education Society's
Institute Of Technology**

Chembur, Mumbai

GPA: 7.5

01/2014

HSC:

T.P.Bhatia Jr. College Of Science

Kandivali, Mumbai

Percentage: 80.77

SSC:

Sardar Vallabhbai Patel Vidyalaya

Dahisar, Mumbai

Percentage: 77.45

Prashant Dombale

Experience

Interactive Labs Pvt. Ltd. - Game Developer

Bangalore

09/2021 - Current

- Developed multiple modular core game mechanics like medical tools, medical examinations and medications for the **medical VR simulation** which was imported in multiple projects. All tools were configured to attach to a specific body part and do a number of checks before attaching.
- Made use of Unreal's save game mechanics to create a **save system** to save and load game states for a VR hospital simulation for Simgym. This supported saving scenarios with tools placed inside the game level.
- **Solely executed and implemented a multiplayer game** with minimal support and oversight in **Unity(using Netcode)** to simulate the sport Tetherball. Used Firebase to maintain analytics and high scores. Optimized the ball physics and implemented network reconciliation for the ball position.
- Worked on an AI system using ConAI plugin for Unreal Engine 5.0 and Dialogflow API to assist users in the medical simulation as a nurse. Made an NPC to use this AI which could be commanded with text and speech, both to assist the user by doing things like attaching certain tools to the patient or giving them medications. It could also answer questions about the patient.

Persistent Systems - Associate Consultant

Powai, Mumbai

01/2020 - 09/2021

Capiot - Junior Consultant

Powai, Mumbai

10/2018 - 12/2019

- Learned about several deployment technologies like openshift, kubernetes and docker
- Worked with GO programming language for developing a notification module.