

# Mahesh

(C++ DEVELOPER)



## CONTACT

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## ABOUT ME

Explore a career in Windows Developing which is parallel to my professional experience in a challenging environment where I can utilize my technical skills towards the development and implementation of new ideas and contributing to the growth of the organization as well as to enhance my knowledge day to day.



## EDUCATION

- B. Com (Computers) From ANU (Acharya Nagarjuna University ) in 2019



## SKILLS

### Technical Skills:

- ❖ C++, C++ 11, OOps Concepts
- ❖ STL
- ❖ SQL Server, Windows 10, Git.
- ❖ Visual Studio 2015/17



## WORK EXPERIENCE

**Company Name: Water India Pvt ltd, Bangalore**  
**Duration: July 2020 to Till Date.**

- ❖ Having 2.4 Years of experience in developing Windows GUI programming using C, C++, C++11.
- ❖ Programming and Synchronization objects.
- ❖ Having experience in **Visual Studio 2008/2015 /2017 and VS Debugger.**
- ❖ Good Exposure on C++ Generic Programming using **STL Vector, List, Map** and other containers objects.
- ❖ Hands on experience with **C++/OOPS Concepts and design patterns.**
- ❖ Strong experience in OOPS Concepts.
- ❖ Experience in C++11 features
- ❖ Strong Debugging and analyzing skills.
- ❖ I have an experience in Smart Pointers



## Project Details

Project Name	:	MIB3 (Volkswagen, SEAT(LEON ,ATECA))
Client	:	Panasonic
Duration	:	July 2020 to till date.
Team Size	:	09.
Environment	:	C, C++, C++11, STL, Oops Concepts, Dynamo DB, SQL Server, Windows 10, Git.

### Description:

The IVI(In-vehicle infotainment) can be described as a combination of vehicle systems which are used to deliver entertainment and information to the driver and the passengers through audio/ video interfaces, control elements like touch screen displays, button panel, voice commands, and more.

In-vehicle infotainment works in integration with many other in-vehicle and external systems to deliver entertainment and information to the driver and passengers.

**Integrated Head-Unit:** In-vehicle infotainment head unit is a touch screen based, tablet-like device, mounted on the vehicle's dashboard. With user friendly HMI, the head unit acts as a perfectly connected control center for the infotainment system.

Infotainment systems encompass GPS, Wi-Fi, and Bluetooth modules to provide connectivity with external networks and devices. These modules help in establishing services like navigation, internet connectivity and Smartphone integration with the infotainment system.

Smartphone's can be paired with the vehicle infotainment system using Bluetooth connectivity. Pairing the Smartphone with the system enables the user to access features of the phone through the infotainment system. This feature allows users to manage incoming, outgoing, and conference calls via the infotainment system. It also allows users to view their phone contact list, call logs, mark favorite contacts, and read SMSs.

All settlement related processing takes place in CORE. Client instructions are tracked in CORE from initiation to settlement (and registration). A complete audit trail is maintained for all user activity. CORE is central to all other modules as other modules derive their data from CORE. A comprehensive access security system ensures that access to each of the options is only given to users according to their roles in the organization.



## Roles and Responsibilities

- Involved in the development of UI with using HMI.
- Fixing the vulnerabilities with the help of C++.
- Involved in bug fixes as well as enhancements to the existing project.
- Involved in the implementation of Common Module UI design and implementation.
- Self-code review
- Analysis of the specifications and requirements provided by the client.
- Screen Development (HMI) for the Infotainment System using POPULUS tool.
- Understanding existing code in **C++**, **STL** and **implementing the same using VC++** Debugging and Integration Testing for Reports module.
- Developed business objects using **C++ Abstraction, Polymorphism** and **Inheritance** concepts.

(MAHESH)