

Abhay More

[Portfolio](#) | [mail](#) | [linkedin.com/in/abhay-more](https://www.linkedin.com/in/abhay-more) | github.com/abhayMore

EDUCATION

Savitribai Phule Pune University <i>Bachelor of Engineering in Computer Engineering - CGPA - 9.10</i>	Pune, MH <i>Aug. 2019 – July 2023</i>
Kendriya Vidyalaya No. 2 AFS PUNE <i>HSC - Physics, Chemistry, Mathematics, Computer Science - 79.8%</i>	Pune, MH <i>April 2017 – March 2019</i>
Kendriya Vidyalaya No. 2 AFS PUNE <i>SSC - 8.4 CGPA</i>	Pune, MH <i>April 2007 – March 2017</i>

PROJECTS

AMMPED - UP : A Retro Style Game | | C++, SFML, Mongocxx, TGUI

- Final Year College Project, Bomberman clone made with C++ and SFML for graphics and MongoDB's C++ library mongocxx for online database accessibility for login info and highscore.
- Used Login Functionality with std::regex for validation.
- Implemented Design Patterns like State Stack and Singleton Classes.
- Implemented autonomous Enemies having random movement behaviour
- Implemented Asset Management System to handle Textures, Sound Effects, Music.

Doodle Jump Clone | | C++, SFML

- Made use of Design Patterns like State Stack Pattern to handle transition of various game states.
- Character animation is implemented using animation system. Platforms are infinitely randomly spawned.
- Score is calculated based on the distance travelled.

Boids Simulation | | C++, SFML, TGUI

- Simulated the motion of flocking of Birds as per the creator Craig Reynolds.
- The algorithm consists of 3 simple steering behaviors Separation, Alignment and Cohesion.
- 200 Boids/Objects are managed by the algorithm.
- A crude object detection is also implemented by using the separation behaviour rule.

More Game Of Life | | C++, SFML

- The traditional Conway's Game of Life abiding by the 3 rules.
 - * Any live cell with two or three live neighbours survives.
 - * Any dead cell with three live neighbours becomes a live cell.
 - * All other live cells die in the next generation. Similarly, all other dead cells stay dead.
- Pre-loading of patterns is done using file system, patterns.ini file is use to store patterns in binary format.
- The "MORE" in this is UI for different controls and the selection of pre-loaded patterns from the pattern matrix.
PS : The name "MORE" comes from my Last Name. ;)

2D Ray Casting Visibility | | C++, SFML

- 2D visibility/shadow effect, useful to show which areas are visible from a given point in a top down approach.
- Algorithm generates a light map by calculating the illuminated areas from multiple light sources.
- Lines connect a source point to vertex ends and are extended. Triangles are formed from adjacent lines, resulting in a concave shape that represents a 2D Map.

VOLUNTEER EXPERIENCE

<u>BOLDNET, Maharashtra, India</u> <i>Chapter President</i>	August 2019 - Present <i>Apr 2022 - Jun 2022</i>
<ul style="list-style-type: none">• Led youth-focused events in Personality and Leadership, Employability, and Career Development.• Ensured flawless execution of events/activities through collaboration with VP, Secretary, and 10+ coordinators.• Oversaw goal setting, weekly meetings, and regular performance evaluations.	
<i>Chapter Vice President</i>	<i>Oct 2020 - Dec 2020</i>
<ul style="list-style-type: none">• Maintained communication with youth, coordinators to ensure continuity of their relationship, provided assistance.• Assisted and supported President wherever required and helped in achieving the Chapter goals.	
<i>Chapter Secretary</i>	<i>Oct 2021 - Dec 2021</i>
<ul style="list-style-type: none">• Worked on back-end. Tracked, recorded and maintained the data regarding overall participation.• Helped the President with statistical analysis and achieving the Chapter goals.	

TECHNICAL SKILLS

Languages: C++, C, Python, GDScript, Bash

Engines: Unreal Engine

Developer Tools: Git/Github, Visual Studio, VS Code, Piskelsprite, Gimp, Tiled, Blender, CMake

Libraries: SFML, TGUI, tileson, ImGui, mongocxx(MongoDB C++ Driver), nlohmann/json