

# Abhay More

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

## TECHNICAL SKILLS

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Object Oriented Programming, Design Patterns, Linear Algebra, Vector Geometry.

**Languages:** C++, C, C#, Python, Bash

**Engines:** Unreal Engine, Unity Engine

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

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

## EXPERIENCE

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### Gameplay Programmer Intern

Hyderabad, TG

*Gametsugi Pvt. Ltd.*

July 2024 – Present

- Work alongside a dedicated team of game developers to produce a vertical slice/demo for a game project.
- Implemented and Tested character abilities and mechanics using Unreal Engine BPs.
- Collaborate during the design phase, suggesting gameplay mechanics, functionalities, and ideas that contributed to the overall game vision.

### Graphics Programmer Intern

Delaware, USA

*CrossGL*

July 2024 – September 2024

- Collaborated closely with a specialized graphics team to develop a cross-platform application in c++ utilizing various graphics APIs for loading and testing transpiled shaders.
- Responsible for the OpenGL backend, supporting both Windows and Linux.
- Implemented various example setups and mesh loading functionalities.

## PROJECTS

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### Tower Tactics | | C++, SFML, Tileson, TGUI

(In-progress)

- A tower defense game, inspired from Plant Vs. Zombies. Set in Medieval Age time period.
- Used Singleton and State Stack design pattern
- Includes unique buildings to destroy enemies. Implemented a hammer feature to remove buildings.

### Tile Editor | | C++, SFML, ImGui, nlohmann/json

(In-progress)

- A tool to design and create 2D game maps using tilesets.
- Includes many features like layers, importing/exporting tileset, paint bucket, rectangle select, dynamic cell size change, multiple cell coloring, panning, zooming
- Consist of various map layer types like Tile Layer for tiles, Collision Layer for collisions, Image Layer for background.

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

- Bomberman clone, made use of MongoDB's C++ library **mongocxx** for online database accessibility for login info and highscore.
- Added Register/Login Functionality with Hashing for security and std::regex for validation, which checks with online database before granting access.
- Implemented Design Patterns like State Stack and Singleton Classes.
- Implemented autonomous Enemies having random movement behaviour.
- Implemented an Asset Management System to handle Textures, Sound Effects, Music.
- Has a Leaderboard system which displays all highscores and is synced online.

## EDUCATION

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### Savitribai Phule Pune University

Pune, MH

*Bachelor of Engineering in Computer Engineering - CGPA - 9.10*

Aug. 2019 – July 2023

## VOLUNTEER EXPERIENCE

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### BOLDNET, Maharashtra, India

August 2019 - Present

*Chapter President*

Apr 2022 - Jun 2022

- 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.

*Chapter Vice President*

Oct 2020 - Dec 2020

- 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.

*Chapter Secretary*

Oct 2021 - Dec 2021

- Worked on back-end. Tracked, recorded and maintained the data regarding overall participation.
- Helped the President with statistical analysis and achieving the Chapter goals.