

# ABHAY MORE

COMPUTER ENGINEER

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[Portfolio](#)



## EDUCATION

### Parvatibai Genba Moze College of Engineering, Wagholi, Pune

2019 – 2023

Bachelor's Degree in Computer Engineering

- Third Year – 9.79
- Second Year – 9.64 (College Rank 2nd)
- First Year – 8.39 (College Rank 2nd)

### Kendriya Vidyalaya No. 2 AFS PUNE

2017 – 2019

HSC – Physics, Chemistry, Mathematics & Computer Science

- Percentage – 79.80%
- House Captain (12th Grade)
- House Prefect (11th Grade)

### Kendriya Vidyalaya No. 2 AFS PUNE

2007 – 2016

SSC

- Percentage – 8.4 CGPA | 75.60%

## PROFESSIONAL SKILLS

Communication    Confident    Presentation  
Crisis Managment    Organized    Leadership

## TECHNICAL SKILLS

C++    C    SFML    Visual Studio  
OOPs    Github    Algorithms    Game Dev

## VOLUNTEER EXPERIENCE

### **BOLDNET** | July 2020 – Present

Apr 2022 – Jun 2022

#### Chapter President

- Steered the events of Boldnet, focused on Personality & Leadership, Employability, & Career Development for the youth over 3 months Tenure.
- Ensured all BOLDNET activities and events are carried out absolutely and efficiently, with assistance from VP, Secretary, and 10+ chapter coordinators with different Leadership & Management positions.
- Set Chapter Goals, conducted weekly meetings, frequent coordination with the chapter coordinators, routine analysis of coordinators' responsibilities, review meetings for the Chapter goals, assuring that it is achieved.

#### Chapter Vice President

Oct 2020 – Dec 2020

- Interacted with buddies individually and buddy group coordinators regularly, made sure the BOND between them is maintained
- Oversaw the membership committee, evaluated and analyzed membership applications to assign them to a particular category.
- Assisted and supported President wherever required and helped in achieving the Chapter goals.

#### Chapter Secretary

Oct 2021– Dec 2021

- Worked on back-end of Boldnet. Tracked, recorded and maintained the data of the overall participation of Buddies in Boldnet.
- Maintained Chapter finances related to various events & activities, including collection of membership dues.
- Assisted President in Statistics part and helped in achieving the Chapter goals.

## PROJECTS

### Boids Simulation



| C++, SFML, TGUI

- Simulating the motion of Birds flocking, created by Developer Craig Reynolds .
- The algorithm consists of three simple steering behaviors Separation, Alignment and Cohesion.
- 200 Boids/Objects are managed by the algorithm, it also has an object detection method which I implemented by applying a negative cohesion effect.

### More Game Of Life



| C++, SFML

- The traditional Conway's Game of Life abiding by the THREE rules.
- The "MORE" in this is the UI for different controls and the selection of some 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 calculate which areas are visible from a given point in a top down approach.
- Algorithm calculates what areas are lit from a given light source. Having a number of lights emanating from the source, let's say 20-30, it can build a light map showing which areas are lit up.

### 2D Ray Casting



| C++, SFML

- Raycasting is a rendering technique to create a 3D perspective in a 2D map. This is the first part of that.
- From this the 3D perspective is made based on an intensity level, which is calculated by the length of the ray, the shorter the ray the brighter (or closer the wall would be in 3D view) and vice versa.

### Chaos Game



| C++, SFML

- Method of creating fractals, a polygon and an initial point is selected at random inside it.
- Fractal is generated iteratively by plotting a "sequence of points", starting with the initial random point, in which each point in the sequence is a fraction of the distance between the previous point and one of the vertices of the polygon; the vertex is chosen at random in each iteration.
- Different fractals can be formed based on the different distance factor and sides of polygon.