

Abhay More

[Portfolio](#) | abhay7more@gmail.com | [linkedin.com/in/abhay-more](https://www.linkedin.com/in/abhay-more) | github.com/abhayMore

EDUCATION

Parvatibai Genba Moze College of Engineering

Bachelor of Engineering in Computer Engineering

Wagholi, Pune

Aug. 2019 – June 2023

Kendriya Vidyalaya No. 2 AFS PUNE

HSC - Physics, Chemistry, Mathematics, Computer Science - 79.8%

Tingre Nagar, Pune

April 2017 – March 2019

Kendriya Vidyalaya No. 2 AFS PUNE

SSC - 8.4 CGPA

Tingre Nagar, Pune

April 2007 – March 2017

VOLUNTEER EXPERIENCE

BOLDNET, Maharashtra, India

August 2019 - May 2023

Chapter President

Apr 2022 - Jun 2022

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

Chapter Vice President

Oct 2020 - Dec 2020

- Maintained communication with individual buddies and group coordinators to ensure the continuity of their relationship, provided assistance to help them solve any issues that arose.
- Worked with membership committee, assessed buddies' strengths, organized them based on their academic fields.
- 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 regarding overall participation of Buddies in Boldnet.
- Maintained Chapter finances related to various events & activities including collection of membership dues.
- Helped the President with statistical analysis and achieving the Chapter goals.

PROJECTS

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

- Final Year College Project, clone of the famous game Bomberman.
- Purpose of this project was to learn things by application rather than being theoretical.
- Implemented the programming concepts we learnt throughout our college years.

Boids Simulation | C++, SFML

- Simulated the motion of flocking of Birds as per the creator Craig Reynolds.
- The algorithm consists of three simple steering behaviors Separation, Alignment and Cohesion.
- 200 Boids/Objects are managed by the algorithm, and detects objects with a negative cohesion effect which I implemented.

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 generates a light map by calculating the illuminated areas from multiple light sources.

2D Ray Casting | C++, SFML

- Raycasting is a rendering technique to create a 3D perspective in a 2D map.
- 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.

TECHNICAL SKILLS

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

Engine: Godot

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

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