Abhay More

Portfolio | mail | linkedin.com/in/abhay-more | github.com/abhayMore

TECHNICAL SKILLS

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

PROJECTS

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*   (In-progress)
- Is use to create 2D game maps using tilesets.
- Includes many features like layers, importing/exporting tileset, dynamic cell size change, multiple cell coloring, panning, zooming
- Consist of various map layer types like Tile Layer for tiles, Object Layer for collision, 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.
- Used Register/Login Functionality with Hashing for security and std::regex for validation, which checks with online database before granting access.
- Implemented Design Patters 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.

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 rules Separation, Alignment and Cohesion.
- A crude object detection is also implemented by using the separation behaviour rule.
- Includes UI sliders for controlling the intensity of the 3 behaviour rules.

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.

EDUCATION

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

VOLUNTEER EXPERIENCE

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.