

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, Xmake, CMake

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

EXPERIENCE

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 skills.
- Collaborated 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 – Present

- Collaborated closely with a specialized graphics team to develop a cross-platform application 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

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, 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 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

Savitribai Phule Pune University

Pune, MH

Bachelor of Engineering in Computer Engineering - CGPA - 9.10

Aug. 2019 – July 2023

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.