

# Abhigyan Gandhi

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## LINKS

LinkedIn: </in/abhigyangandhi/>

Projects portfolio: [Abhigyan Gandhi](#)

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## EDUCATION

### UNIVERSITY OF LEEDS

MSc. High-Performance Graphics and Games Engineering

September 2025 | Leeds, UK

### BITS PILANI DUBAI CAMPUS

B.E. (Hons.), Computer Science

Minor: Data Science

September 2022 | Dubai, UAE

**CGPA: 8.72** (First division)

### THE DALY COLLEGE

Class XII, CBSE

May 2018 | MP, India

**Score: 89%** (First division)

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## SKILLS

**C++**, Game engine architecture, Advanced rendering, **Raytracing denoisers**, **OpenGL**, High Performance Computing, GPU, JOLT physics library, **Unity 2D**, C#, Python, Neural networks, Computer vision, Tensorflow, Predictive modeling, Scikit-learn, Data science, Pandas, NLP, Deep learning models.

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## CERTIFICATIONS

- Unity Certified Associate Game Developer UI and 2D Games
  - Foundations of Business Intelligence - Google
  - Data Engineering Essentials using SQL, Python and PySpark
  - Microsoft Azure Machine Learning
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## COURSEWORK

- Complete **game engine development** from scratch and a game using the game engine (group project), my main work was to handle physics for the engine and audio integration.
  - Implementing mathematics through OpenGL and C++ to draw Bezier Curves and Patches.
  - CPU-based ray tracing using OpenGL and GPU-based rasterization with VULKAN.
  - Animation cycles for a character and physics for a set of bouncing dodecahedra with collision detection using OpenGL and C++.
  - MSc final project: **Implementation of a ray tracing denoiser in NVIDIA NRD's sample app** to compare it with their own denoisers *REBLUR* and *RELAX*. (Ongoing)
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## PROJECTS

- Developing my own game - **LETTER SHIFT**, a daily puzzle game for mobile and web - Unity 2D, C#. (Ongoing)
  - B.E. final project: **Mobile Robot Path Planning** Using Deep Learning Techniques - Robotics, Deep learning, Neural networks.
  - Analysis and Development of an Algorithm for Generating a Board for Catan - DAA.
  - Generating art like Claude Monet using Generative Adversarial Networks - GANs.
  - Discord bot using discord.js - Node.js module.
  - Classification of the Iris dataset - ML Classification algorithms.
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## EXPERIENCE

### Stella Stays | Software engineering AI/ML intern

Aug 2021-Jan 2022 | Dubai, UAE

Worked with the tech team on multiple machine learning projects: Predictive pricing model, sentiment analysis of hotel reviews, dynamic room allocation algorithm.

### Sentient Labs | Student intern

Jun 2020-Aug 2020 | Dubai, UAE

Collaborated with 3 colleagues to develop a 2D game for the company's website using Unity.