

Abhigyan Gandhi

+44 7423024085 | +91 9589959545 | [Linkedin](#) | [Portfolio](#) | abhigyangandhi04@gmail.com | Leeds, UK

SUMMARY

Currently pursuing MSc. High-Performance Graphics and Games Engineering at the University of Leeds. I am proficient in C++, C#, Python, GPU/HPC, Unity, Unreal, Graphics APIs (OpenGL and Vulkan), Game Engine Architecture and Physics Simulations. Seeking roles in graphics/game programming and data science positions. **I have the right to work in the UK.**

EDUCATION

MSc. High-Performance Graphics and Games Engineering | University of Leeds | 2024-2025

- **Modules:** Foundation of Computer Graphics, Advanced Rendering, Modelling and Animation.
- **Dissertation:** Comparison of Real-Time Denoisers with NVIDIA NRD

B.E. (Hons) Computer Science, Minor: Data Science, CGPA: 8.72 | BITS PILANI DUBAI CAMPUS | 2018-2022

- **Modules:** Machine Learning, Data Mining, Foundations of Data Science, Neural Networks.
- **Final Year Design Project:** Mobile Robot Path Planning using Deep Learning Techniques

PROJECTS

- Complete game engine development and a game from that engine. Won the **Game Republic Red Kite Games Game Technology Award at the [Student Showcase 2025](#)** - C++, Vulkan | May 2025
- CPU-based ray tracing and GPU-based rasterization - C++, OpenGL, Vulkan | November 2024
- Implementing mathematics to draw Bezier Curves and Patches - C++, OpenGL | October 2024
- Animation cycles for a character and physics for a set of bouncing dodecahedra with collision detection - C++, OpenGL | November 2024
- Developing my own game - **LETTER SHIFT**, a daily puzzle game for mobile and web - Unity 2D, C# | Ongoing
- Generating art like Claude Monet using **Generative Adversarial Networks** - Python, GANs | December 2020

WORK EXPERIENCE

AI/ML Intern | Stella Stays | August 2021 - January 2022

- Implemented predictive pricing model using **LSTM** and **regression**, improving base price accuracy to **10% MAPE** vs market price.
- Built a NLTK-based sentiment analysis pipeline for hotel reviews, achieving **80% accuracy**.
- Developed a dynamic room allocation algorithm based on **minimum slack** and **clustering**; led to a **+10% optimized** allocation method.

Student Intern | Sentient Labs | June 2020 - August 2020

- Developed a 2D game in **Unity** for the company's website; lifted user engagement by **25%**.

SKILLS

- **Programming Languages:** C++, C#, GLSL, HLSL, Python, SQL, HTML, JavaScript; **Graphics and Game Development:** Vulkan, OpenGL, Unity 2D/3D, Unreal Engine, Physics Simulation, Game Engine Architecture, HP GPU Programming; **AI/Machine Learning:** TensorFlow, Scikit-Learn, Pandas, CNNs, GANs; **Tools and Platforms:** Git, Linux, Node.js, Matplotlib, MATLAB; **Languages:** English, Hindi.