

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)

LINKS

LinkedIn: [in/abhigyangandhi/](/in/abhigyangandhi/)

Projects portfolio: <https://bit.ly/3E36qsX>

SKILLS

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

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

COURSEWORK

- Implementing mathematics through OpenGL and C++ to draw Bezier Curves and Patches.
- CPU-based ray tracing using OpenGL and rasterization with VULKAN.
- Animation cycles for a character and physics for a set of bouncing dodecahedra with collision detection using OpenGL and C++.
- 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.
- 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)

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.

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.