

# Abhigyan Gandhi

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[LinkedIn](#) | [Portfolio](#)

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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)

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## SKILLS

C++ • C# • HP GPU Programming • Python • MATLAB • JavaScript • OpenGL • Vulkan • GLSL • HLSL • Unity • Unreal Engine • Physics Simulation • Game Engine Architecture • HTML • NodeJS • MySQL • Git • Linux • Scikit-Learn • Pandas • TensorFlow • PyTorch • Computer Vision • CNN Models • Prediction Models

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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 the team to develop a 2D game for the company's website using Unity.

## 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. Implemented our own ECS system using C++ and Vulkan for rendering. Won the **Game Republic Red Kite Games Game Technology Award at the [Student Showcase 2025](#)**
  - 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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## 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