Sahil Puri

+44 7579950407 | sahilpuri.5@gmail.com | London
Portfolio: https://sahilpuri22.github.io/

EDUCATION

University of Leeds   **Leeds, United Kingdom**
Computer Science (High-Performance Graphics and Games Engineering) MEng, BSc   *September 2021 - June 2025*
- Achieved Upper Second-Class Honours (2:1). Select results: Procedural Programming (100), Intro to Discrete Maths (93), Object-Oriented Programming (92), Research Seminar (90), Programming for the Web (82), Artificial Intelligence (77)
- Implemented and compared SSAO, HBAO, and Alchemy SSAO techniques in OpenGL, analyzing performance and visual quality to assess trade-offs in real-time rendering for my undergraduate project.

Dulwich College Shanghai International School   **Shanghai, China**
International Baccalaureate (IB) Diploma Programme (DP)   *2018 - 2020*
- Higher Level: Physics (7), Chemistry (6), Mathematics (5) | Standard Level: French Ab Initio (7), Business Management (6), English Language and Literature (6), Extended Essay (A), Theory of Knowledge (B) | Total Score: 40/45.
- Analyzed Sony's evolving price and product strategies across console generations in an Extended Essay, awarded top marks for strong research, critical analysis, and communication skills in evaluating business strategy in the video game industry.

International GCSEs   *2015 - 2018*
- A*: Biology, Physics, Chemistry, Computer Science, Mathematics, Mandarin Foreign Language, World Literature, Economics
- A: English Language, Additional Mathematics, Graphic Design

PROJECTS AND AWARDS

Award-Winning Fully-Featured Custom Game Engine   *May 2025*
- Designed and developed a fully-featured custom game engine supporting real-time rendering, physics simulation, spatial audio, and a custom-built entity-component system. The engine was used to create a complete 3D racing game, showcasing modular architecture, responsive gameplay, and scalable engine design.
- Won 1st Prize for "The Red Kite Award for Game Technology" at Game Republic Student Showcase 2025, as well as winning the internal University of Leeds "Group Project Prize" for High-Performance Graphics and Games Engineering.

OpenGL Ray Tracing and Vulkan Rasterization   *December 2024*
- Implemented a ray tracing pipeline in OpenGL featuring ray casting, geometric intersections, barycentric interpolation, Blinn-Phong shading, shadow rays, and impulse reflection
- Developed a Vulkan rendering pipeline with features including asset baking, scene preparation and debugging, 3D scene navigation, debug visualization, physically based rendering (PBR) shading, alpha masking, and post-processing.

ASDAN(阿思丹) Business Competition Win   *February 2019*
- Achieved first place overall in the ASDAN (阿思丹) Business Competition, excelling across multiple rounds of public speaking, and business simulations, while developing strong teamwork, leadership, strategic thinking, and communication skills.
- Managed team finances using Excel for budgeting and analysis, demonstrating leadership and decision-making skills.

EXPERIENCE

Technical Solutions & Partnerships Lead - UK & Europe
Fugumobile Limited   *November 2025- Present*
- Represent Fugumobile as the UK & Europe Technical Lead, introducing the company's digital solutions to organizations across the region. Working directly with clients to translate business needs into technical solution proposals, including mobile apps, software products, and digital platforms.
- Coordinate with engineering and operations teams in China to support solution design, scoping, and delivery for client projects.
- Manage the full client lifecycle - technical discussions, coordination, servicing, and delivery - ensuring smooth implementation of software solutions.

QUALIFICATIONS AND SKILLS

- General Computing skills: C, C++, C#, Java, Python, JavaScript, HTML, CSS, Flask, Django, REST, SQL, Git, Unity
- Graphics-specific skills: OpenGL, Vulkan, Shader programming, Ray tracing, Rendering pipelines, Optimization
- Soft Skills: Debugging, Analytical Thinking, Collaboration, Adaptability, Communication, Time Management, Project Management, Agile Development
- Personal Attributes: Open-minded, Patient, Resilient, Curious, Well-traveled, Culturally aware, Self-motivated, Quick to learn
- Interests: Reading, Video Games, Game Development, Football, Basketball, learning new skills, and trying new things