

Shantanu Shripad Mane - Gameplay Programmer

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Hi! I am Shantanu Mane, a Gameplay Programmer. I love Action/Adventure games!

Me getting into game development started with a passion - a passion that is still alive. That passion has evolved with me playing Prince of Persia: Warrior Within, Bayonetta & The Witcher 3 into a realization that I love power fantasies - power fantasies that let you live & breathe the life of the character you portray through their story and that let you embody the character through their gameplay. This now forms my reason for staying in the game industry and for being a Gameplay Programmer. And I would like to join you in creating such experiences for the player, focusing on the game feel in every aspect.

Character animation, player controls & combat in games are my biggest interests. That has driven me in creating a Combo Attacks System like Bayonetta's. Movement, traversal and cameras are aspects I have worked on, have learned more about through a lot of GDC talks and would like to learn & do more of. I feel that Volition would be a great place for me to bring these skills and knowledge of mine to add to your team and I also find there to be potential for me to grow and improve on them over there.