



SHANTANU SHRIPAD MANE - GAMEPLAY PROGRAMMER

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PROJECTS

MaVRick - Gameplay Programmer - UE4, Blueprints - Published April 2018 on [Play Store](#) and [itch.io](#)

An action game where you pinball and charge at enemies with your fists to send them flying out with an explosion.

- ◆ Implemented a spawn system allowing to create desired intensity in the game by tuning the difficulty of each set of spawned waves and the threshold to spawn every new wave.
- ◆ Worked single-handedly on the 'Fighter' enemy AI that blocks attacks from the front, needs to be stunned from behind before being able to take damage and can do a short-range charge at the player.
- ◆ Setup complete animation state machines for the 'Fighter' and 'Shotgunner' enemies.
- ◆ Designed player abilities and enemies to create intense and high-octane gameplay.

Combat System Paper Prototype - Game Designer

- ◆ Designing a paper prototype using cards and a tiled map to simulate the mechanics involved in Action Game combat.
- ◆ Emulated critical timings and reactions by associating execution times with actions like the attacks, blocking and evading.
- ◆ Working on including mechanics to affect enemies in ways such as pushing, staggering, launching etc. in order to play out combat strategy.

Stick-Man Fight - Animator - Flash

Published on [YouTube](#)

- ◆ Created a frame-by-frame animation in Flash depicting a fight sequence between stick figures.
- ◆ Animated characters focusing on technicalities of the moves they execute.
- ◆ Animated specific actions with special effects like trailing effects for kicks, screen shudder, blood spurt etc.

ACTIVITIES & ACCOMPLISHMENTS

- ◆ DotA player since May 2008 with a thorough understanding of the game's systems and mechanics.
- ◆ Dota 2 player since the Closed Beta with currently 1600 hours played.
- ◆ Achieved 2nd place at a college LAN event for DotA in 2013.
- ◆ Event head for the Dota 2 LAN at K.J. Somaiya's 'Abhyantriki 2013' where I led a team to setup for the event, handle logistics and setup matches.
- ◆ Managed the Need for Speed: Most Wanted LAN at K.J. Somaiya's 'Abhyantriki 2012' where I was responsible for setting up races and handling logistics.
- ◆ Member of the 'Computer Society of India' student chapter for the academic years 2012-2013 and 2013-2014 where I worked in the preparations for college festivals.