SHANTANU SHRIPAD MANE - GAMEPLAY PROGRAMMER

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EDUCATION

University of Utah - *Expected Graduation - May 2019*
Pursuing a Masters in Entertainment Arts & Engineering - Game Engineering Track

K.J. Somaiya College of Engineering, Mumbai, India - *June 2015*
Secured a Bachelor of Engineering in Computer Engineering with *First Class Honors*

SKILLS

Programming Languages - C++, C#, Blueprints　　　**Version Control** - Perforce, Git
Game Engines - Unreal Engine 4, Unity　　　**Animation -** Maya, Flash
IDEs - Visual Studio 2015, Visual Studio 2017　　　**Software Documentation -** Dia

GAME PROJECTS

Action Game Project - *Gameplay Programmer - UE4, C++, Blueprints*
- Creating a combat system similar to that of Bayonetta, focusing on player input and combat mechanics.
- Implemented a system for chain attacks/combos based on input timing and a tree structure to hold attack information.
- Working on improving responsiveness to input for attacks and an effective system for hit information of attacks.

Project Jericho - *Gameplay Programmer - UE4, C++, Blueprints*
- An action-adventure game with your 'Ribbon' and its traversal techniques as tools to conquer giant mechanical monsters.
- Implementing the player character's 'Ribbon' technique and the abilities and mechanics tied to it like catching projectiles, move-speed burst and mid-air hover for action-style gameplay.
- Contributing to player-side design to create a unique character and resonating empowering abilities that make the player feel elegant and fierce.

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.

Warlocks - *Gameplay Programmer - Unity, C#*
- A recreation of a MOBA-esque King-of-the-Hill PvP where you cast spells to fight and defeat other players.
- Worked on MOBA-style controls, unit selection and movement to be used with a mouse and keyboard.
- Implementing a well-rounded spell system with ability-specific interactions, cast times and cooldowns and a robust damage system to tie into it.

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.

OTHER PROJECTS

Memory Manager - *System Programmer - C++*

- Created a memory manager in C++ that passes a robust unit test.
- Created a Dynamic Size Heap Allocator to allocate memory of requested size from the heap.
- Implemented Fixed Size Allocators for certain allocation sizes that use arrays of bits to track their memory blocks.

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 'Abhiyantriki 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 'Abhiyantriki 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.