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| **Shantanu Mane Logo - BW NoName** | **SHANTANU SHRIPAD MANE - GAMEPLAY PROGRAMMER**  **Phone No.:** +1-385-202-9752 | **Email:** [shantanu.m934@gmail.com](mailto:shantanu.m934@gmail.com)  **Portfolio:** [shantanumane.com](https://shantanumane.com/) | [linkedin.com/in/shantanusmane](https://www.linkedin.com/in/shantanusmane/) |

**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**

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

**GAME PROJECTS**

**2D Game Engine & Collision System** -*Gameplay Tech Programmer - C++* - Feb ’18 to May ’18 - PortfolioPageLink

* Created the framework & gameplay supporting features for a 2D Game Engine and implemented Pong using it.
* Implemented a collision system using the Swept Separating Axis Test for checks and two types of responses.
* Optimized collision system by updating coordinate transformation matrices only for moveable objects, checking collision of only the ball with other objects & responding to only the earliest collision taking advantage of the game world being sparse.
* Created libraries of 4x4 Matrix & Vector4 operations for transformations used primarily by collision system.

**Memory Manager** -*System Programmer - C++* - Oct ’18 to Dec ’18 - PortfolioPageLink

* Created a memory manager in C++, with Fixed Size & Dynamic Size Allocators, that passes a robust unit test.
* Implemented Fixed Size Allocators for certain allocation sizes that use arrays of bits to track their memory blocks.
* Optimized bit operations with Compiler Intrinsic instructions to speed up looking through the bit-arrays.
* Created a Dynamic Size Heap Allocator to allocate memory of requested size from the reserved heap of memory.

**Combat System Project** - *Gameplay Programmer - UE4, C++* - Current Project Portfolio Page

A combat system similar to that of Bayonetta, focusing on player input and combat mechanics.

* Created a system for chain attacks/combos based on timing and which is robust enough to allow adding any number of combat moves by designers and chaining between them.
* Improved responsiveness by accepting next attack input before an attack finishes and later executing the ‘Pending Attack’.
* Conceptualized an effective system for hit information of attacks to elicit reactions to them from characters.

**Project Jericho** - *Gameplay Programmer - UE4, C++, Blueprints* - Current Project Portfolio Page, Project website

An action-adventure game with your fast-paced traversal techniques as tools to conquer giant mechanical monsters.

* Implemented the player character’s ‘Thrusters’ and the mechanics tied to it like a speed boost, its ‘fuel’, and camera work for high-adrenaline action-style gameplay.
* Contributed to player-side design to create a unique character and resonating empowering abilities that make the player feel elegant and fierce.

**Warlocks** - *Gameplay Programmer - Unity, C#* - Current Project Portfolio Page

A recreation of a MOBA-esque King-of-the-Hill PvP where you cast spells to fight and defeat other players.

* Created an input system that can switch between input types - selection & movement, spell-casting & targeting types.
* Implemented Object Pools to instantiate spells/abilities before game start to eliminate overhead of on-demand creation.
* Implemented a well-rounded spell system with ability-specific interactions, spell-cast types, spell levels, cast times, and cooldowns and a robust damage system to tie into it.