Hi! I am Shantanu Mane, a Gameplay Programmer and a 3Cs specialist. 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.

Ubisoft has a proven track record of creating such games and you still continue to do so. 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. And I feel that Ubisoft would be a great place for me to bring these skills and knowledge of mine to add to your team as a 3Cs specialist and I also find there to be potential for me to grow and improve on them over there.