I am Shantanu Mane, a Game Programmer highly skilled in C++ and 3D Math/Linear Algebra. I specialize in Animation Programming, Character Gameplay and Player Controls. Action, Adventure and Competitive games are my favorites.

Animation, player controls, combat and movement are my biggest interests and I study about them through GDC talks, written material & playing games. I have good knowledge of various animation techniques and I also like to keep myself updated on the subject. From an interest in bodybuilding, martial arts and sports, I have developed a good eye for animation and biomechanical aspects of motion. I recently learned more about Physics and Collision because they are involved in movement, combat and animation fidelity. I like to create Character Mechanics and making players feel like the character they play as, through gameplay. I have the instinct for it. I got to use this instinct while creating a Combo Attacks System like that of Bayonetta & Prince of Persia: Warrior Within, and on Hard Light Vector’s ‘Action Flair’ system.

I like being on inter-disciplinary teams. I am a team player and a motivator to my teammates. Dedication, determination and perseverance are my strongest qualities. I am someone who likes to keep learning and improving on my skills.

The opportunity to come up with creative solutions for animation & gameplay is what draws me towards game programming. I feel that my drive & knack for these areas, experience with meaningful iteration of features coupled with team spirit and a real passion for being in this industry would make me a great addition to the team at People Can Fly. I look forward to hearing from you soon.

Regards,

Shantanu Mane