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

I am interested in the role at People Can Fly because it is a chance to work on some exciting Action & Adventure games and to learn from an experienced team. I also study game design because it is helpful for gameplay programming and this will be an opportunity to put my knowledge to good use.

Player controls, animation, combat and movement are my biggest interests and I study about them through GDC talks, written material & playing games. I learned about Physics and Collision for the same. 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 to keep improving on my skills.

The opportunity to come up with creative solutions for gameplay & animation is what draws me towards game programming. I feel that my drive to create ever-improving gameplay, knack for game feel & combat, 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.