|  |  |
| --- | --- |
| **Shantanu Mane Logo - BW NoName** | **SHANTANU SHRIPAD MANE - GAME ENGINEER**  **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**

|  |  |
| --- | --- |
| **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 Collision System** -*Game Engineer - C++* - Feb ’18 to May ’18 - [Portfolio Page](https://shantanumane.com/2d-collision-system/)

* Created the Collision & gameplay supporting systems for a 2D Game Engine and implemented Pong using it.
* Implemented the Swept Separating Axis Test for collision checks, and two types of responses to them - block & overlap.
* 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, capitalizing on 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 - [Portfolio Page](https://shantanumane.com/memory-manager/)

* 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.

**MaVRick** - *Game Engineer - Blueprints, UE4* - Published April 2018 on [Play Store](https://play.google.com/store/apps/details?id=com.WildWestWorkshop.MaVRickMobileArena) and [itch.io](https://teameetings.itch.io/mavrick)

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 kill threshold to spawn every new wave.
* Worked 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** - *Game Engineer - C#, Unity* - Aug ’18 to Dec ‘18 - [Portfolio Page](https://shantanumane.com/warlocks/)

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.
* Created robust systems and pipelines for Unit Statistics, Damage and Status Effects.
* Implemented a well-rounded spell system with ability interactions, spell-cast types, spell levels, cast times, and cooldowns.
* Implemented Object Pools to instantiate spells/abilities before game start to eliminate overhead of on-demand creation.

**Combat System Project** - *Game Engineer - C++, UE4* - Current Project - [Portfolio Page](https://shantanumane.com/combat-system-project/)

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

* Created a system for chain attacks/combos based on input timing, 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’.