


SHANTANU PANDEY

GAMEPLAY ENGINEER

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GAME PROJECTS

HARD LIGHT VECTOR

Gameplay Engineer | Unreal 4.20 | Team Size: 21 | IGDA Artistic Achievement Award

- 3D first person action adventure for Windows
- Worked on lego like component - based boss enemy character, boss components' attack and boss battle
- Worked on components' Animation blueprints, body parts animation blending and physics simulated animations for attacks.

SAMURAI CRUSADER

Gameplay/AI Engineer | Unreal 4.20 | Team Size: 9 | Published on Google Play

- 3D top down twin stick hack and slash for android
- Worked on enemy C++ classes and animation blueprints/state machine including enemy AI, spawning, difficulty progression and endless mode.
- Worked on game loop, player game stats and weapons progression UI engineering.

DYSLEXIA VR

Gameplay Engineer | Unity 2017 | Team Size: 5 | 2018

- An interactive VR serious game for windows on Oculus Rift.
- Worked on Unity timeline for in game cinematics.
- Worked on camera movements, scripting for gameplay logic and 3D sound implementations.

GERIATRIC DEPRESSION GAME SUITE

Game Engineer | Unity 2017 | Team Size: 3 | Currently under clinical trials

- Four android games aiming to assist in improving geriatric depression conditions.
- Games focuses on reward processing (Word Game, WIP), attention bias (Think-Plus), inhibition control (Neurogrow) and a steam like hub for these.
- Worked on endless level generation, image processing, texture resizing and secure communication with in house communication.
- Worked on Adaptive difficulty system, asynchronous messaging with gif support, data driven gameplay, user profiling and external web dashboard for clinician

OTHER PROFESSIONAL EXPERIENCE



2010-2011

Role/  Engineer

- ChatBot integration using Google's Dialog Flow.
- Media services R&D which included bug fixes in existing audio compression server (C++), AWS S3 communications (C#) and data visualization using Prometheus and Grafana.

SKILLS

C/C++	C#
Unreal Engine	Unity
Oculus VR	Blueprints
Perforce	GitHub
jQuery	Javascript
HTML	PHP

GAME ENGINE COMPONENTS(C++)

Custom Heap Manager
xAudio2 component implementation
3D Math/Vector Library
AABB Collision Detection
LUA integration and parser
AI PathFinding and Decision Making

JOB EXPERIENCE



NICE INCONTACT | AUG 2019 - PRESENT

GAME ENGINEER

THE GAPP LAB | Jan 2018 - PRESENT

SOFTWARE ENGINEER

ACCENTURE SERVICES PVT. LTD. | Feb 2012 - MAY 2016

EDUCATION

UNIVERSITY OF UTAH

SALT LAKE CITY, UT [2017 - 2019]

Master's in Game Engineering

BHARATI VIDYAPEETH

PUNE, MAHARASTRA [2008 - 2012]

Bachelor's of Technology in Computer Engineering