Shantanu Shripad Mane - Game Programmer

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Bethesda Softworks LLC,
1370 Piccard Drive,
Rockville, MD 20850

Dear Bethesda,

I am Shantanu Mane, a Game Programmer highly skilled in C++ and 3D Math. I have accrued experience with Player Input, Animations and AI working on Action Games. I am currently a graduate student at the University of Utah studying in the final semester for my EAE - Game Engineering Master's degree. And I am beyond thrilled to be applying for the Game Programmer position at Bethesda Game Studios!

My C++ skills are at their peak through rigorous practice with and a better understanding of Pointers, Data Structures, Optimization and Software Design Principles from the Collision System and Memory Manager I created. I love delving into 3D Math and am relearning it in a better way, with a heavy focus on visualizing and understanding it through geometry, for use specifically in games. The Action games that I have worked on and am currently working on have given me experience in bringing the design, engineering, art and animation in them together, and in collaborating with and learning from the people involved, as well as iterating on the games' systems to get them to their best possible form.

Combat, weapons, action and animation are where my passion truly lies. I have taken and continue to take time to learn combat design and combat systems. I am also learning about animation programming as it relates to gameplay and am working towards creating a gameplay animation system related to but not limited to combat. Learning about animation systems from GDC talks by Jeet Shroff (Just Cause 3), Jake Campbell (DOOM), Simon Clavet (For Honor), Geoff Harrower (EA UFC) and Michal Mach (Uncharted 4) have made me insightful about the underlying animation mechanisms of those games and the ones I play.

I love games that have a high level of immersion and let the player live a power fantasy! Bethesda is a true maestro of such games! All of your games focus on achieving that sense of immersion and allowing players to write their own story in the worlds that you create. That was what pulled me into Fallout 3 when I played it ten years ago and what got me excited to play Skyrim and now for The Elder Scrolls VI! Skyrim is my favorite game from Bethesda and I have fond memories of coming home every day after college to play it and sharing my stories with a friend who also played it. There is just something about being Dovahkiin, a Dragonborn, that really excites me to this day! The livable worlds that your studio creates have the power to make someone feel that they are actually there and are a part of them.

Games with immersive worlds and engaging, compelling experiences that fulfill power fantasies are what Bethesda is the flag-bearer of! I look forward to knowing more about Starfield and The Elder Scrolls VI, playing them and hopefully even working on them. I like what Todd Howard said to 'Noclip', that you as a studio are not afraid to be ambitious and the team staying together is very important to you. These are things I strongly believe in and are what I am looking for too. And I would absolutely love to be a part of the team at Bethesda Game Studios. It would be a dream come true!

Regards,
Shantanu Shripad Mane