Shantanu Shripad Mane - Gameplay Engineer

Phone No.: +1-385-202-9752 | **Email:** shantanu.m934@gmail.com
Portfolio: shantanumane.com | linkedin.com/in/shantanusmane

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Crystal Dynamics
1400A Seaport Blvd, Suite 300
Redwood City, CA 94063

Dear Crystal Dynamics,

I am Shantanu Mane, a Gameplay Engineer highly skilled in C++ and 3D Math/Linear Algebra. After attaining a Master's degree in Game Engineering from the University of Utah, releasing an Action-Adventure FPS called Hard Light Vector with 20 amazing friends and having finished an insightful internship at Sony's Santa Monica Studio, I am excited to see where the future takes me. And so, I am thrilled to be applying to the Gameplay Engineer position at Crystal Dynamics!

I am an energetic team player and a motivator to my teammates! Being on teams and working with people, I've realized my life's purpose in giving my teammates the best that I have to bring out the best that they have in turn. Dedication, determination and perseverance are qualities I thrive on to achieve my goals - personal and also team-based.

Player controls, animation and combat in games are my biggest interests and I continue to invest time into studying about them through various forms - GDC talks, written material and playing games. My interest in these topics has driven me in creating a Combo Attacks System like that of Bayonetta. Action/Adventure games with combat like Bayonetta, Devil May Cry & God of War do happen to be my favorites and I have spent a good amount of time learning their combat systems. Tying into that I also like to and still continue to learn about game design and combat design, more specifically and I believe that knowing design is very much a crucial tool for a Gameplay Engineer's day-to-day work.

I have gained in-depth knowledge of an advanced level of C++ and 3D Math the way the game industry uses them through my graduate studies and a lot of learning on my own. The Memory Manager and 2D Collision System I created were instrumental in putting these parts of my skillset to the test and giving me intense hands-on experience.

My time as a Gameplay Engineer at SIE Santa Monica Studio has cemented my skills in C++, 3D Math, algorithms and optimization through the tasks I worked on and the extraordinary people on their Gameplay team. It also gave me a chance to listen to their creativity in approaching problems and do some creative thinking of my own for a few tasks. The opportunity to come up with creative solutions to take gameplay to higher levels of fun and fidelity is what really draws me towards gameplay engineering.

I really like what has been shown from your upcoming Marvel's Avengers game! That is because of the exciting possibilities the gameplay, animation & combat present. I feel that my drive to create ever-improving gameplay, knack for combat, experienced understanding of meaningful iteration and my energy & team spirit would make me a great addition to the team at Crystal Dynamics. Thank you for your time and I look forward to hearing from you soon.

Regards,

Shantanu Shripad Mane