

# Shantanu Shripad Mane

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Dear Splash Damage,

I am Shantanu Mane, a Game Programmer highly skilled in C++ and 3D Math/Linear Algebra. I specialize in Animation Programming, Character Gameplay and Player Controls. Action, Adventure and Competitive games are my favorites. After attaining a Master's degree in Game Engineering from the University of Utah, working on three Action & Adventure games, I am looking forward to where the future takes me. So it is a pleasure to apply to the Animation Programmer position at Splash Damage!

Animation, player controls, combat and movement are my biggest interests and I study about them through GDC talks, written material & playing games. I have good knowledge of various animation techniques and I also like to keep myself updated on the subject. From an interest in bodybuilding, martial arts and sports, I have developed a good eye for animation and biomechanical aspects of motion. I recently learned more about Physics and Collision because they are involved in movement, combat and also animation fidelity. 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. I believe people on teams build each other up and to that end I aim to provide the best I can to my teammates in terms of help on tasks as well as motivation. Dedication, determination and perseverance are my strongest qualities. I am also someone who likes to keep learning and to keep improving on my skills.

My time as a Gameplay Programmer at SIE Santa Monica Studio gave me a chance to listen to the creativity of the folks there. I got to delve into a sophisticated combat system and I really liked that. My experience at 343 Industries has made me better at iterating on features and collaborating with designers and artists, especially due to the waypoints system. At both of these studios I tried to learn as much as I could from senior engineers & designers, and also through my own time with the codebase.

The opportunity to come up with creative solutions to take animation & gameplay to higher levels of fun and fidelity is what really draws me towards game programming. I feel that my drive & knack for these areas, 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 Splash Damage. I look forward to hearing from you soon.

Regards,

Shantanu Shripad Mane