Shantanu Shripad Mane - Gameplay Programmer

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Dear Ubisoft,

I am Shantanu Mane, a Gameplay Programmer 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 Programmer position at Ubisoft!

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 study about them through GDC talks, written material & playing games. My passion for games has evolved with the realization that I like Power Fantasies. I want to & like to create such Power Fantasies, I have the instinct for it and I do lean towards being a 3Cs specialist. This motivation has driven me in creating a Combo Attacks System like that of Bayonetta. I also got to put that motivation into action on Hard Light Vector, most notably on what I call the 'Action Flair' system, because I used my knowledge of & instinct for game feel and combat design. I do like to learn about game design and combat design and I believe it is very much a crucial tool for a Gameplay Programmer'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 Programmer 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 programming.

I feel that my drive to create ever-improving gameplay, knack for Power Fantasies, game feel & combat, experienced understanding of meaningful iteration of features and enthusiasm, energy and team spirit would make me a great addition to the gameplay team at Ubisoft as a 3Cs specialist. I look forward to hearing from you soon.

Regards,

Shantanu Shripad Mane