

Shantanu Mane - Player Character Systems Engineer

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Dear Playground Games,

I am Shantanu Mane, a Player Character & Gameplay Engineer highly skilled in C++ and 3D Math. I specialize in Player Controls, Character Gameplay and Animation engineering. 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. I am very happy to be applying to the Player Character Systems Engineer position at Playground Games!

Player controls, combat, movement and animation in games are my biggest interests and I study about them through GDC talks, written material & playing games. I love to create Character Mechanics and making players feel like they are the character they play as, through gameplay. I have the instinct for it. Game feel, controls and combat design are important areas for this. I got to use my instincts and knowledge of these areas 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 recently learned more about Physics and Collision because they are involved in movement, combat and also animation fidelity.

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 qualities I thrive on to achieve my goals - personal and also team-based. I am also someone who likes to keep improving on my skills and I have the will to keep learning.

My time as a Gameplay Programmer at SIE Santa Monica Studio gave me a chance to listen to the creativity of the folks there in approaching problems and to do some creative thinking of my own. 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. That system is important to me because I took ownership and was the point-person on it. At both of these studios I always tried to learn as much as I could from senior & lead engineers & designers, and also through my own time with the codebase.

The opportunity to come up with creative solutions to take gameplay & controls to higher levels of fun and fidelity is what really draws me towards player character & gameplay programming. I feel that my knack for game feel & player-side design, drive to create ever-improving gameplay, 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 Playground Games. I look forward to hearing from you soon.

Regards,

Shantanu Shripad Mane