

# Shantanu Shripad Mane - Gameplay Software Engineer

Phone No.: +1-385-202-9752 | Email: [shantanu.m934@gmail.com](mailto:shantanu.m934@gmail.com)  
Portfolio: [shantanumane.com](http://shantanumane.com) | [linkedin.com/in/shantanusmane](https://linkedin.com/in/shantanusmane)

Jan 9 2019

343 Industries,  
7332 166th Ave NE,  
Redmond, WA 98052

Dear 343i,

I am Shantanu Mane, a Gameplay Software Engineer 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 Software Engineer (Gameplay) position at 343 Industries!

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) has made me insightful about the underlying animation mechanisms of those games and the ones I play.

I love Action Games that bring out raw excitement and power and have mastery in skill! I happen to be someone with a lot of enthusiasm and energy. I've played Halo 5: Guardians and the firefights in it can get intense. The combat certainly has skill to it and the player abilities and wide variety of weapons support this. The weapons can lead to various playstyles, the most of which I remember is me charging furiously at enemies on picking up an Energy Sword! The combat spaces combined with the enemy types make for some interesting fights, which again ties into the weapons and playstyles having a reason to exist. That being said, the shooting in the game is really fun and satisfying and I did end up with some favorites in the Light Rifle and Suppressor. What was a lot of fun for me though, was just the fantasy of being a Spartan fighting in the awe-inspiring worlds rich with stories that you have created.

Games with engaging action and amazing sci-fi worlds are what 343 Industries is the flag-bearer of! I like the studio's focus on the overall feel of the gameplay, the desire to innovate and push boundaries and the team ideology of making sure everyone on the team is growing and getting better. I am eager to experience the improvements and development that the Slipspace Engine brings with Halo Infinite. And I would absolutely love to be a part of 343 Industries and play my part in continuing the legacy of the Halo universe, both technologically and creatively!

Regards,  
Shantanu Shripad Mane