Shantanu Shripad Mane - Animation Tech Programmer

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Dear IO Interactive,

I am Shantanu Mane, a Game Programmer highly skilled in C++ and 3D Math/Linear Algebra. I specialize in Animation programming and 3Cs Gameplay. Action, Adventure and Competitive games are my favorites. That has led to me working on three Action & Adventure games. It is a pleasure to apply to the Animation Tech Programmer position at IO Interactive!

Animation, player controls, combat and movement in games are my biggest interests and I study about them through GDC talks, written material & playing games. From an interest in bodybuilding, martial arts and sports, I have developed a good eye for animation and biomechanical aspects of motion. I have good knowledge of various animation techniques and I like to keep myself updated on the subject. I have studied Ubisoft's Motion Matching and I like the possibilities it creates for animation quality. Motion warping/delta correction is a technique that I like.

I like to create Character Mechanics and making players feel like they are the character they play as, through gameplay. I have the instinct for it. I put that instinct to use 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 with help on tasks as well as motivation. Dedication, determination and perseverance are my strongest qualities. I am someone with the will to keep learning and improving. I like to get feedback and critique in order to do that.

I want to join IO Interactive because I like what I've read about the team culture - the team is supportive of growth. I would like to learn from the team at IOI and also contribute what I can to the team. Contributing to the studio's portfolio of games is a great opportunity and the upcoming games sound exciting.

My time as a Gameplay Engineer 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. At both of these studios I always tried to learn as much as I could from experienced engineers & designers, and 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 to create engaging player experiences coupled with team spirit and a real passion for being in this industry would make me a great addition to the team at IO Interactive. I look forward to hearing from you soon.

Regards,

Shantanu Shripad Mane