

Shantanu Shripad Mane - Gameplay Programmer

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ZeniMax Online Studios,
200 International Cir,
Cockeysville, MD 21030

Dear ZOS,

I am Shantanu Mane, a Gameplay Programmer highly skilled in C++ and 3D Math. I have accrued experience with Animation Systems, Player Input, 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 Gameplay Programmer position at ZeniMax Online Studios!

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 delving into Animation Programming as it relates to gameplay and am working towards creating a gameplay animation system related to but not limited to combat. I am implementing Ubisoft's Motion Matching technology for character movement, adding procedural animation correction and creating a gameplay state machine to tie gameplay into animation. GDC talks about many Action Games' animation systems has made me insightful about the underlying animation mechanisms of those games and the ones I play.

Graphics happens to be another big interest of mine, which I am now devoting time to, creating a project of and continue learning more about. I have learned about rendering techniques, the rendering pipeline & optimizations to it, and shaders. For as long as I can remember, I have been keeping up with graphics cards and gaming technology. And being primarily a PC gamer, I have gained deep knowledge about graphics settings and techniques and have spent time tweaking them to get the best graphical quality and performance. Interestingly enough, the first game where I took a deeper dive than ever into the graphics settings and .ini files was Bethesda's The Elder Scrolls V: Skyrim!

I love games that have a high level of immersion and let the player live a power fantasy! The Elder Scrolls and The Witcher games are some of my all-time favorites! With The Elder Scrolls Online, ZOS has kept alive a world that many, myself included, have fond memories of and allowed fans to continue writing stories with the friends they earlier told their stories to. I am excited about the fact that your studio is now also working on new projects and am very eager to know more about them. I would absolutely love to be a part of the team at ZeniMax Online Studios and play my part in creating these exciting and compelling new worlds!

Regards,
Shantanu Shripad Mane