

Shantanu Shripad Mane - Animation Programmer

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Dear New World Interactive,

I am Shantanu Mane, a Game Programmer highly skilled in C++ and 3D Math/Linear Algebra. I specialize in Animation Programming, Character Gameplay and Player Controls. 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. So it is a pleasure to be applying to the Animation Programmer position at New World Interactive.

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.

Animation, character mechanics and player controls in games are my biggest interests and I study about them through GDC talks, written material & playing games. I have a good eye for animation and biomechanical aspects of motion, which I developed from an interest in bodybuilding, martial arts and sports. I have studied animation programming techniques - the staple and also newer innovative ones, that help to achieve better animation fidelity in games. I am building a Skeletal Animation system from the ground up for a project, because it will put my knowledge of the subject into action. I recently learned more about Physics & Collision because they are also involved in better quality animation, movement & combat.

My time as a 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 sophisticated combat and animation systems 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 senior & lead engineers & designers, and also 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 knowledge, drive and good eye for animation quality, 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 New World Interactive. I look forward to hearing from you soon.

Regards,

Shantanu Shripad Mane