

# Shantanu Shripad Mane - Gameplay Programmer

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id Software,  
1500 N Greenville Ave #700,  
Richardson, TX 75081

**Dear id Software,**

I am Shantanu Mane, a Gameplay Programmer 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 Gameplay Programmer position at id Software!

My C++ skills are at their peak through rigorous practice with the use of pointers and a better understanding of Data Structures from the Collision System and Memory Manager that I created. I love delving into 3D Math and have relearned it in a better way, with a heavy focus on understanding it through geometry and visualizing it, 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 in them, as well as iterating on gameplay systems to get them to their best possible form for the game.

Combat, weapons, action and animation are where my passion truly lies. I have learned and continue to learn combat design and combat systems. I am also putting time into learning about animation programming and am working towards creating a gameplay animation system related to but not limited to combat. The GDC 2017 talk by id's Jake Campbell about DOOM's animation has been a great source of inspiration for me and encouraged me to learn more about animation systems. More importantly, it has made me perceptive and insightful in spotting and figuring out a lot of underlying animation mechanisms in the games I play and the animation systems I learn about. I am adding Delta Correction to my own animation system owing to that too!

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. The Push Forward combat in DOOM masterfully nails down these emotions. The combat is just crazy! Engaging in it, I've found myself constantly moving to kill an enemy and weaving between waves of attacks. I think the combat spaces with the enemy types implicitly make me create combat strategy. The Weapon Mods just add to that strategy, and guns' uniqueness and have some great utility. And to talk about DOOM Eternal, which I am super excited for - the new movement mechanics just synergize with and will improve Push Forward combat! The 'Destructible Demons' system is superb for combat feedback and I am looking forward to seeing the depth it adds to combat.

id Software excels at intense action and frenzied combat with devastating weapons, and constantly pushing the envelope for game technology! I like the studio's focus on meaningful design and skill in gameplay and how you encourage creativity from everyone on the team, something that Hugo Martin hinted at in his interview with 'Noclip'. I am very eager to experience the final product of DOOM Eternal and id Tech 7! And I would absolutely love to be a part of the team at id Software!

Regards,  
**Shantanu Shripad Mane**