

Shantanu Shripad Mane - Gameplay Programmer

Phone No.: +1-385-202-9752 | Email: shantanu.m934@gmail.com
Portfolio: shantanumane.com | linkedin.com/in/shantanusmane

Jan 2 2019

Naughty Dog Inc,
2425 Olympic Blvd,
Santa Monica, CA 90404

Dear Naughty Dog,

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 (Game Team) position at Naughty Dog!

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 am relearning 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.

I love Action Games that bring out a burst of raw excitement and power in the player! I happen to be someone with a lot of enthusiasm and energy. The Uncharted games nail down these feelings masterfully and immaculately. The action, the firefights and the chase sequences in them have made me ride waves of excitement and adrenaline. The high stakes and high adrenaline climactic chase sequences are particularly my favorites of these. They have had me on the edge of my seat, tightly gripping my controller, being on point with my shooting and pushing hard on the movement stick to charge through to make it out alive if only by the skin of my teeth! I think they are just very beautifully done.

Combat, weapons, action and animation are where my passion truly lies. I have and continue to take time 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. Playing Uncharted 3 & 4 clearly told me how much the melee system had improved. And the combat and animation in The Last of Us Part II's E3 2018 footage was nothing short of sublime! I love how the hit reactions and dodges are so organic and realistic, how Ellie's and the enemies' focus subtly shifts reading and anticipating an incoming attack and characters wince and reach for wounds in pain on being hit. It all just feels so amazingly real!

Games with Action and engaging, compelling experiences are what Naughty Dog is the flag-bearer of! I like the studio's ideology of encouraging all the team members to push themselves, to push the boundaries and not be afraid of failure, and to be passionate about, participate in and contribute to the vision of the game. I think these values are essential for the progress of each team-member and the team as a whole. I would absolutely love to be a part of the team at Naughty Dog's Kennel and play my part in creating the next game that surpasses expectations and breaks all known boundaries!

Regards,
Shantanu Shripad Mane