# Shantanu Shripad Mane - Game Programmer

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Dec 14 2020

Dear Ubisoft,

I am Shantanu Mane, a Game Programmer highly skilled in C++ and 3D Math. I specialize in Gameplay, Player Controls and Animation programming. Action, Adventure and Competitive games are my favorites. After attaining a Master's degree in Game Engineering from the University of Utah and working on three Action & Adventure games, I am excited to see where the future takes me. So I am thrilled to be applying to the Programmer position at Ubisoft!

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.

Player controls, animation, combat and movement in games are my biggest interests and I study about them through GDC talks, written material & playing games. I want to create Power Fantasies - making players feel like they are the character they play as, through gameplay. I have the instinct for it. Game feel, combat design and controls are important areas for this. I got to use my instincts and knowledge of these areas 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 am currently learning more about Physics and Collision because they are involved in movement, combat and also animation fidelity.

My time as a Gameplay 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 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 senior & lead engineers & designers, and also through my own time with the codebase.

The opportunity to come up with creative solutions to take gameplay & animation to higher levels of fun and fidelity is what really draws me towards game programming. I feel that my drive to create ever-improving gameplay, knack for game feel & combat, 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 Ubisoft. I look forward to hearing from you soon.

Regards,

Shantanu Shripad Mane