

# Shantanu Shripad Mane - Gameplay Engineer

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Jan 13 2019

Arkane Studios,  
Austin, TX,  
USA

**Dear Arkane,**

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

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. Learning about animation systems from GDC talks by Jeet Shroff (Just Cause 3), Jake Campbell (DOOM), Simon Clavet (For Honor), Geoff Harrower (EA UFC) and Michal Mach (Uncharted 4) has made me insightful about the underlying animation mechanisms of those games and the ones I play.

I like games that encourage mastery in skill. And I love the Dishonored games for the amount of creativity they allow! I love how the Powers and the games' systems interact with the core gameplay and even with each other. The amount of fluid actions and approaches to plans provided by the endless possibilities is astounding! The fluidity in execution fulfills the power fantasy of being a deft assassin striking swiftly from the shadows. The games have masterfully achieved tremendous depth in their systems and created good levels of heuristics in them. That is something that I like to get into in the games I play and something I like to have the ability to do - chaining combos and abilities in creative, intelligent and meaningful ways.

Arkane Studios are maestros of games that allow creativity and innumerable solutions to puzzles created by their design! Those are the kinds of things I want to create too - systems that have a lot of depth and meaning to them. And I would absolutely love to be a part of the team at Arkane Studios Austin. It would be a dream come true!

**Regards,**  
**Shantanu Shripad Mane**