

# Shantanu Shripad Mane - Gameplay Systems Engineer

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Bungie, Inc.  
Bellevue, WA  
USA

Dear Bungie,

I am Shantanu Mane, a Gameplay Engineer highly skilled in C++ and 3D Math/Linear Algebra. After attaining a Master's degree in Game Engineering from the University of Utah, releasing an Action-Adventure FPS called Hard Light Vector with 20 amazing friends and having finished an insightful internship at Sony's Santa Monica Studio, I am excited to see where the future takes me. And so, I am thrilled to be applying to the Gameplay Systems Engineer position at Bungie!

I am an energetic team player and a motivator to my teammates! Being on teams and working with people, I've realized my life's purpose in giving my teammates the best that I have to bring out the best that they have in turn. Dedication, determination and perseverance are qualities I thrive on to achieve my goals - personal and also team-based.

I really like Dota! It is systems-heavy and I have spent a ton of time learning it. While working on my Warlocks project, I tapped into this knowledge and took the initiative to craft some well-defined systems and pipelines like its Unit Statistics & Damage systems. It was quite a fulfilling experience to recreate & implement all those years of knowledge.

Player controls, animation and combat in games are big interests of mine and I continue to invest time into studying about them. This interest has driven me in creating a Combo Attacks System like that of Bayonetta. Tying into that I also like to learn about game design and I believe it is very much a crucial tool for a Gameplay Engineer's day-to-day work.

I have gained in-depth knowledge of an advanced level of C++ and 3D Math the way the game industry uses them through my graduate studies and a lot of learning on my own. The Memory Manager and 2D Collision System I created were instrumental in putting these parts of my skillset to the test and giving me intense hands-on experience.

My time as a Gameplay Engineer at SIE Santa Monica Studio has cemented my skills in C++, 3D Math, algorithms and optimization through the tasks I worked on and the extraordinary people on their Gameplay team. It also gave me a chance to listen to their creativity in approaching problems and do some creative thinking of my own for a few tasks. The opportunity to come up with creative solutions to take gameplay to higher levels of fun and fidelity is what really draws me towards gameplay engineering.

I feel that my drive to create ever-improving gameplay, experience with and understanding of systems & meaningful iteration of features, knack for game design and enthusiasm, energy and team spirit would make me a great addition to the team at Bungie. I look forward to hearing from you soon.

Regards,

Shantanu Shripad Mane