

Shantanu Shripad Mane - Gameplay Programmer

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Gunfire Games, LLC
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Dear Gunfire,

I am Shantanu Mane, a Gameplay Programmer highly skilled in C++, 3D Math and Unreal Engine 4. 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 Programmer position at Gunfire Games!

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 love Action Games that bring out a burst of raw excitement and power in the player and encourage mastery in skill! I am someone with a lot of enthusiasm and energy. And the Darksiders games are exactly the kind of games that get me hooked - initially for the adrenaline-filled intense combat and later to master the combat system. The combos, Wrath Attacks and Havoc Form are great exhibitions of power and provide a wide variety of choices in combat encounters. That kind of combat can lead to a good amount of 'heuristics' levels through the depth of the combat system, which creates room for mastery and keeps players, like me, engaged in the system to get better at it. My love for combat has led to me constantly honing game development skills in that domain and I think I can bring a good set of skills to your team.

The team at Gunfire Games is adept at making Action Games with invigorating, powerful combat! What I like about your studio is that you have been making significant improvements to Darksiders III even after release, which I think is important to build the relationship that you have with your existing fans and to also make new ones. I would absolutely love to be a part of the team at Gunfire Games and contribute to your next exciting undertakings!

Regards,
Shantanu Shripad Mane