

# Shantanu Shripad Mane - Gameplay Programmer

Phone No.: +91-8591079708 | Email: [shantanu.m934@gmail.com](mailto:shantanu.m934@gmail.com)  
Portfolio: [shantanumane.com](http://shantanumane.com) | [linkedin.com/in/shantanusmane](https://linkedin.com/in/shantanusmane)

April 9 2022

Dear Cloud Chamber,

I am Shantanu Mane, a Game Programmer highly skilled in C++ and 3D Math/Linear Algebra. I specialize in Player Systems, Combat and Animation programming. Action, Adventure and Competitive games are my favorites. That has led to me working on three Action & Adventure games. It is a pleasure to apply to the Gameplay Programmer position at Cloud Chamber!

I wanted to first work on games because I loved playing them. Now having been in the industry, I like it because it allows me to sync with my creative inclinations and I get to craft entertaining player experiences.

Player systems, animation, combat and game feel are my biggest interests and I study about them through GDC talks, written material & playing games. I like to create Character Mechanics and making players feel they are the character they play as, through gameplay. I have the instinct for it. I got to delve into 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 find this Gameplay Programmer position at Cloud Chamber interesting because it involves work on Weapons and Player Powers.

From an interest in bodybuilding, martial arts and sports, I have developed a good eye for animation and biomechanical aspects of motion. I have good knowledge of various animation techniques and I also like to keep myself updated on the subject. I have studied Ubisoft's Motion Matching and I like the possibilities it creates for animation quality.

I like being on inter-disciplinary teams. I am a team player and a motivator to my teammates. I like it when the project forms motivation for the team to bond and work together. Dedication, determination and perseverance are my strongest qualities. I have with the will to keep learning and improving. I like to get feedback and critique for that.

At my previous studios, especially SIE Santa Monica Studio and 343 Industries, I tried to learn as much as I could from more experienced teammates. My time there has given me a chance to engage in creative thinking. The Waypoints System I created at 343i has significant value for me. It gave me ownership of a system at a AAA studio. I grew as a developer from my experience designing and creating it, maintaining it and supporting designers with it.

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 engaging gameplay, knack for player systems, game feel & combat coupled with team spirit and a real passion for being in this industry would make me a great addition to the team at Cloud Chamber. I would really like to work on systems like Weapons and Player Powers. I look forward to hearing from you soon.

Regards,

Shantanu Shripad Mane