

Shantanu Shripad Mane - Gameplay Engineer

Phone No.: +91-8591079708 | Email: shantanu.m934@gmail.com

Portfolio: shantanumane.com | linkedin.com/in/shantanusmane

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Dear Hangar 13,

I am Shantanu Mane, a Gameplay Engineer highly skilled in C++ and 3D Math/Linear Algebra. I specialize in Player Controls, Character Gameplay 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, working on three Action & Adventure games, I am looking forward to where the future takes me. So it is a pleasure to apply to the Gameplay Engineer position at Hangar 13!

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 like to create Character Mechanics and 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 recently learned more about Physics and Collision because they are involved in movement, combat and also animation fidelity.

I like being on inter-disciplinary teams. 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 my strongest qualities. I am someone with the will to keep learning and improving on my skills.

My time as a Gameplay Engineer 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 & controls 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, 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 Hangar 13. I look forward to hearing from you soon.

Regards,

Shantanu Shripad Mane