Shantanu Shripad Mane - Game Engineer

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Treyarch,
Santa Monica,
California, USA

Dear Treyarch Engineers,

I am Shantanu Mane, a Game Engineer highly skilled in C++ and 3D Math/Linear Algebra. I have accrued experience with Player Input, Animations and AI working on Action Games. I am currently a graduate student at the University of Utah studying in the final year for my EAE - Game Engineering Master's degree. And I am beyond thrilled to be applying for the Engineering Intern position at Treyarch!

My C++ skills are at their peak through rigorous practice with the use of pointers and a better understanding of Data Structures from the Collision System and Memory Manager that I created. I love delving into Linear Algebra and am relearning it in a better way, with a heavy focus on understanding it through geometry and visualizing it, 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 in them.

Combat, action, weapons and animation are where my passion truly lies and I would absolutely love to be a programmer working on these aspects at Treyarch. I have also put time into learning about combat design and combat systems because I think it is important for someone who wants to create Action Games, which revolve around them.

I love Action Games that bring out a burst of raw excitement and power in the player! I happen to be someone with a lot of enthusiasm and energy and I like to feel the adrenaline pumping. I've had the chance to play Call of Duty: Black Ops III and I think the game evokes these feelings masterfully. The game puts you into scenarios where you will push yourself to the extent of your abilities, putting in all your energy and in turn making you ride the adrenaline rush. It pushes players to not hold back, to go all in, to charge and power through, running and gunning!

The new abilities are really cool, be they paralyzing enemies from afar or enhanced movement or smashing in an enemy's core up close. They enable you to live a power fantasy, as you perform powerful and difficult moves in an adept and deft manner. Wall-running and shooting down an enemy was the defining moment for me and pulled me in, lighting up my eyes because it was one of the coolest things I've been able to do in a game!

Action, weapons, combat - these are the things that I love and grew up fascinated with and to me, they are what Treyarch and Call of Duty are the flag-bearers of! The studio's focus on team effort and the ambition to take on challenges to create engaging experiences are what resonate with me. I would absolutely love to be a part of the team at Treyarch and it would be a dream come true!

Regards,
Shantanu Shripad Mane