

Shantanu Shripad Mane - Gameplay Programmer

Phone No.: +1-385-202-9752 | Email: shantanu.m934@gmail.com
Portfolio: shantanumane.com | linkedin.com/in/shantanusmane

Jan 16 2019

Epic Games, Inc.
620 Crossroads Blvd.
Cary, NC USA

Dear Epic,

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 Intern position at Epic 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 games that encourage mastery in skill! I have played Dota for more than 10 years now. I like to learn about the deep and robust systems of the games I play. That is something that has kept me engaged in Dota, that there is astounding depth in its systems! I also like Action Games that bring out excitement in the player. I happen to be someone with a lot of enthusiasm and energy. I like living the power fantasies that Action Games bring with them and I want to make them too! These interests and personality traits of mine have naturally led me to taking up projects that align with them, from my Combat System Project to the robust Damage system and Unit Statistics and Status Effects systems I built on the Warlocks project.

Epic Games is pushing the envelope of game technology with Unreal Engine 4 and enabling a multitude of people to make games, which would normally be considered a tough task by many. I like the studio's focus on innovation and the will to constantly keep improving and bringing new features and technology to the Unreal Engine. And I would absolutely love to be a part of the team at Epic, involved in taking gameplay and technology to the next level!

Regards,
Shantanu Shripad Mane