

**Shantanu Shripad Mane**  
**Game Development Software Engineer**

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Valve Corporation  
Bellevue, WA  
USA

Dear Valve,

I am Shantanu Mane, a Gameplay Programmer highly skilled in C++ and 3D Math/Linear Algebra. After attaining a Master's degree in Game Engineering from the University of Utah, releasing an Action-Adventure FPS called Hard Light Vector with 20 amazing friends and having finished an internship at Sony's Santa Monica Studio, I am excited to see where the future takes me. I love Dota and have been playing it for 11 years now! And so I am thrilled to be applying to the Game Development Software Engineer position at Valve.

I am an energetic team player and a motivator to my teammates! Being on teams and working with people, I've realized my life's purpose in giving my teammates the best that I have to bring out the best that they have in turn. Dedication, determination and perseverance are qualities I thrive on to achieve my goals - personal and also team-based.

Player controls, animation and combat in games are my biggest interests and I continue to invest time into studying about them through various forms - GDC talks, written material and playing games. My interest in these topics has driven me in creating a Combo Attacks System like that of Bayonetta. Tying into that I also like to and still continue to learn about game design and combat design, more specifically and I believe that knowing design is very much a crucial tool for a gameplay programmer's day-to-day work.

I have gained in-depth knowledge of an advanced level of C++ and 3D Math the way the game industry uses them through my graduate studies and a lot of learning on my own. The Memory Manager and 2D Collision System I created were instrumental in putting these parts of my skillset to the test and giving me intense hands-on experience.

My time as a Gameplay Programmer at SIE Santa Monica Studio has cemented my skills in C++, 3D Math, algorithms and optimization through the tasks I worked on and the extraordinary people on their Gameplay team. It also gave me a chance to listen to their creativity in approaching problems and do some creative thinking of my own for a few tasks. The opportunity to come up with creative solutions to take gameplay to higher levels of fun and fidelity is what really draws me towards gameplay programming.

I admire Valve's appreciation of the Dota community and your constant effort to make Dota a better game and its beautiful systems more intuitive. I would love to contribute to that and feel that my drive to improve gameplay, experienced understanding of iteration, having recreated some of Dota's systems for the Warlocks project and my team spirit would make me a great addition to the Dota team at Valve. Thank you for your time and I look forward to hearing from you soon.

Regards,

Shantanu Shripad Mane