Shantanu Shripad Mane - Gameplay Programmer

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

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Mark Buchignani,
Santa Monica Studio,
13031 W Jefferson Blvd, Suite 600,
Los Angeles, CA 90094

Dear Mark Buchignani,

I am Shantanu Mane, a Gameplay Programmer 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 Gameplay Programmer Intern position at Santa Monica Studio!

My C++ skills are at their peak through rigorous practice with the use of pointers and a better understanding of STL Data Structures from the Memory Manager and Collision System 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 and art in them together, and in collaborating with and learning from the people involved in them. That being said, I would love to be a Gameplay Programmer involved in working on combat on your team, because combat and action are where my passion truly lies.

The new God of War is a masterpiece and has also been a great learning experience for me as a game developer. I love Action Games that bring out a burst of raw excitement and power in the player and those games that also encourage mastery in skill! God of War has done an excellent job of making the mechanics of its combat clear, thus creating incentive for every player to be creative, form their own strategy and playstyle and gain even more enjoyment out of it. I immeasurably and immensely love the game because of how extraordinarily beautifully its combat evokes the power fantasy of being a powerful warrior like Kratos. For me, it is absolutely unparalleled and is my Game of the Year!

Diving deep into God of War has taught me what combat in Action Games is focused towards and how a multitude of things must come together to make stellar gameplay that can evoke such emotions. It has been a huge inspiration in guiding me in my passion projects, namely the Combat System Project and the Combat System Paper Prototype.

Action, weapons, combat, history, mythology - these are the things that I love and grew up with, hearing stories of and to me, they are what Santa Monica Studio stands for and is the flag-bearer of! The team philosophy that exists, where collaboration and active engagement with varied disciplines is encouraged and creativity from every team member is at the heart of the whole process, resonates with me. I would absolutely love to be a part of the team at Santa Monica Studio and it would be a dream come true! And here is a little something that I have specially created for my application to Santa Monica Studio - UE4 2 Runic Attacks Demo

Regards,

Shantanu Shripad Mane