

Shantanu Mane - Software Engineer

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Dear EA,

I am Shantanu Mane, a Game Engineer highly skilled in C++ and 3D Math/Linear Algebra. I specialize in Player Controls, 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 for a Software Engineer position at EA!

Player controls, game feel, movement, combat and animation are my big interests and I study about them through GDC talks, written material & playing games. I learned more about Physics and Collision for the same. I like to focus on game feel and making players feel like the character they play as, through gameplay. I have the instinct for it. I got to use that instinct 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 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 & animation to higher levels of fun and fidelity is what really draws me towards game 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 your team. I look forward to hearing from you soon.

Regards,

Shantanu Shripad Mane