Shantanu Shripad Mane

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Dear Rockstar Games,

I am Shantanu Mane, a Gameplay Programmer highly skilled in C++ and 3D Math/Linear Algebra. I specialize in Combat, Characters, Player Controls and Animation programming. Action, Adventure and Competitive games are my favorites. That has led to me working on three Action & Adventure games. It is a pleasure to apply to the AI/Gameplay Programmer position at Rockstar Toronto!

I wanted to first work on games because I loved playing them. Now having been in the industry, I like it because it allows me to sync with my creative inclinations and I get to craft entertaining player experiences.

Combat, animation, player controls and game feel are my biggest interests and I study about them through GDC talks, written material & playing games. I like to create Character Mechanics and making players feel they are the character they play as, through gameplay. I have the instinct for it. I got to delve into these areas while creating a Combo Attacks System like that of Bayonetta & Prince of Persia: Warrior Within, and on Hard Light Vector's 'Action Flair' system.

Melee combat is my favorite. At SIE Santa Monica Studio, I worked on their combat system and learned about it outside of tasks. I've created Damage & Status Effects systems and pipelines inspired by Dota on my Warlocks game project.

From an interest in bodybuilding, martial arts and sports, I have developed a good eye for animation and biomechanical aspects of motion. I have good knowledge of various animation techniques and I also like to keep myself updated on the subject. I have studied Ubisoft's Motion Matching and I like the possibilities it creates for animation quality.

I like being on inter-disciplinary teams. I am a team player and a motivator to my teammates. I like it when the project forms motivation for the team to bond and work together. Dedication, determination and perseverance are my strongest qualities. I have with the will to keep learning and improving. I like to get feedback and critique for that.

At my previous studios, especially SIE Santa Monica Studio and 343 Industries, I tried to learn as much as I could from more experienced teammates. My time there has given me a chance to engage in creative thinking. The Waypoints System I created at 343i has significant value for me. It gave me ownership of a system at a AAA studio. I grew as a developer from my experience designing and creating it, maintaining it and supporting designers with it.

The opportunity to come up with creative solutions to take gameplay & animation to higher levels of fun and fidelity is what really draws me towards gameplay programming. I feel that my drive to create engaging gameplay, knack for combat & animation coupled with team spirit and a real passion for being in this industry would make me a great addition to the team at Rockstar Games. I look forward to hearing from you soon.

Regards,

Shantanu Shripad Mane