

# Shantanu Shripad Mane - Gameplay Programmer

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Oct 2 2018

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++, Linear Algebra and Unreal Engine 4. 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 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 various aspects of design, engineering and art involved in them together. I have also taken part in designing these games and my work on them has involved collaboration across multiple disciplines of the team.

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 also love the game because of how extraordinarily beautifully its combat evokes the power fantasy of being a powerful warrior like Kratos.

These things have 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 Action Game Project and the Combat System Paper Prototype.

What I love about Santa Monica Studio is 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. Action, weapons, history, mythology - these are the things that I love and grew up with, hearing stories of and I would absolutely love to work at Santa Monica Studio. It would be a dream come true! And here is a little something that I have specially created for my application to your studio - [UE4 2 Runic Attacks Demo](#)

Regards,

Shantanu Shripad Mane