

# Shantanu Shripad Mane - Gameplay Programmer

Phone No.: +91-8591079708 | Email: [shantanu.m934@gmail.com](mailto:shantanu.m934@gmail.com)  
Portfolio: [shantanumane.com](http://shantanumane.com) | [linkedin.com/in/shantanusmane](https://linkedin.com/in/shantanusmane)

February 5 2021

Dear IO Interactive,

I am Shantanu Mane, a Gameplay Programmer highly skilled in C++ and 3D Math/Linear Algebra. I specialize in 3C, Character Gameplay, Player Controls 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 to the Gameplay Programmer position at IO Interactive!

Player controls, game feel, animation, combat and movement are my big interests and I study about them through GDC talks, written material & playing games. I recently learned more about Physics and Collision for the same. I like to create Character Mechanics 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.

I want to join IO Interactive because I like what I've read about the team culture - the team is supportive of growth. I would like to learn from the team at IOI too. Contributing to the studio's portfolio of games is a great opportunity and the upcoming games sound exciting.

Being a Gameplay Programmer at SIE Santa Monica Studio allowed me to listen to the creativity of the folks there in approaching problems. I got to delve into a sophisticated combat system and I really liked that. My experience at 343 Industries has made me better at iteration and collaborating with designers and artists, especially on the waypoints system. At both of these studios I tried to learn as much as I could from senior engineers & designers, and also through my own time with the codebase.

The opportunity to come up with creative solutions to take gameplay & controls to higher levels of fun and fidelity is what really draws me towards gameplay programming. I feel that my drive to create ever-improving gameplay, knack for 3C, 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 the game team at IO Interactive. I look forward to hearing from you soon.

Regards,

Shantanu Shripad Mane