Shantanu Shripad Mane - Software Engineer, Game
Unpublished R&D Product

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Riot Games, Inc.
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Dear Riot,

I am Shantanu Mane, a Gameplay Software Engineer highly skilled in C++ and 3D Math/Linear Algebra. After attaining a Master's degree in Game Engineering from the University of Utah, releasing an Action-Adventure FPS called Hard Light Vector with 20 amazing friends and having finished an insightful internship at Sony's Santa Monica Studio, I am excited to see where the future takes me. And so, I am thrilled to be applying to Riot Games to be a Software Engineer focused on Gameplay technology on the Research & Development team!

I am an energetic team player and a motivator to my teammates! Being on teams and working with people, I've realized my life's purpose in giving my teammates the best that I have to bring out the best that they have in turn. Dedication, determination and perseverance are qualities I thrive on to achieve my goals - personal and also team-based.

Player controls, animation and combat in games are my biggest interests and I continue to invest time into studying about them through various forms - GDC talks, written material and playing games. My interest in these topics has driven me in creating a Combo Attacks System like that of Bayonetta. Tying into that I also like to and still continue to learn about game design and combat design, more specifically and I believe that knowing design is very much a crucial tool for a gameplay engineer's day-to-day work.

I have gained in-depth knowledge of an advanced level of C++ and 3D Math the way the game industry uses them through my graduate studies and a lot of learning on my own. The Memory Manager and 2D Collision System I created were instrumental in putting these parts of my skillset to the test and giving me intense hands-on experience.

My time as a Gameplay Software Engineer at SIE Santa Monica Studio has cemented my skills in C++, 3D Math, algorithms and optimization through the tasks I worked on and the extraordinary people on their Gameplay team. It also gave me a chance to listen to their creativity in approaching problems and do some creative thinking of my own for a few tasks. The opportunity to come up with creative solutions to take gameplay to higher levels of fun and fidelity is what really draws me towards gameplay engineering.

I've collaborated with designers, artists & animators on most of my work & projects. I feel that my drive to create ever-improving gameplay, knack for game design & combat & experienced understanding of meaningful iteration of features would make me a great addition to the Research & Development team at Riot. I look forward to hearing from you soon.

Regards,

Shantanu Shripad Mane