

# Shantanu Shripad Mane

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Dear Ubisoft,

I am Shantanu Mane, a Game Programmer highly skilled in C++ and 3D Math/Linear Algebra. I specialize in Animation programming, Character Gameplay and Player Controls. 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 Animation Programmer position at Ubisoft!

Animation, player controls, combat and movement are my biggest interests and I study about them through GDC talks, written material & playing games. I have good knowledge of various animation techniques and I also like to keep myself updated on the subject. From an interest in bodybuilding, martial arts and sports, I have developed a good eye for animation and biomechanical aspects of motion. I recently learned more about Physics and Collision because they are involved in movement, combat and also animation fidelity.

I want to work at Ubisoft because it is a good opportunity to hone my skillset, learn from experienced teams and work on the things I like. I like the portfolio of games that Ubisoft has, many of which are Action and Adventure games. I would love to contribute to these games. I can start working there immediately or as soon as possible if I get the job. In terms of salary, I do not have a fixed number yet but I expect to be paid fairly and would also ensure that my living costs and other requirements are met by it.

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 Programmer at SIE Santa Monica Studio gave me a chance 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 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 engineers & designers, and also through my own time with the codebase.

The opportunity to come up with creative solutions to take animation & gameplay to higher levels of fun and fidelity is what really draws me towards game programming. I feel that my drive & knack for these areas, 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 team at Ubisoft. I look forward to hearing from you soon.

Regards,

Shantanu Shripad Mane