**Shantanu Shripad Mane - Software Engineer**

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343 Industries  
P.O. Box 56507  
Sherman Oaks, CA 91413

**Dear 343 Industries,**

I am Shantanu Mane, a Gameplay Software Engineer highly skilled in C++ and 3D Math. 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 semester for my EAE - Game Engineering Master’s degree. And I am beyond thrilled to be applying for the Software Engineer position at 343 Industries!

My C++ skills are at their peak through rigorous practice with the use of pointers and a better understanding of Data Structures and Software Design Principles from the Collision System and Memory Manager that I created. I love delving into 3D Math and am relearning it in a better way, with a heavy focus on visualizing and understanding it through geometry, 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 design, engineering, art and animation in them together, and in collaborating with and learning from the people involved, as well as iterating on the games’ systems to get them to their best possible form.

Combat, weapons, action and animation are where my passion truly lies. I continue to learn combat design and combat systems. I am also learning about animation programming and am working towards creating a gameplay animation system related to but not limited to combat. Learning about animation programming from GDC talks by Jeet Shroff (Just Cause 3), Jake Campbell (DOOM), Simon Clavet (For Honor), Geoff Harrower (EA UFC) and Michal Mach (Uncharted 4) have made me insightful about the underlying animation mechanisms of those games and the ones I play.

I love Action Games that bring out raw excitement and power and have mastery in skill! I happen to be someone with a lot of enthusiasm and energy. I’ve played Halo 5: Guardians and the firefights in it can get intense. The combat certainly has skill to it and the player abilities and wide variety of weapons support this. The weapons can lead to various playstyles, the most of which I remember is me charging furiously at enemies on picking up an Energy Sword! The combat spaces combined with the enemy types make for some interesting fights, which again ties into the weapons and playstyles having a reason to exist. That being said, the shooting in the game is really fun and satisfying and I did end up with some favorites in the Light Rifle and Suppressor. What was a lot of fun for me though, was the fantasy of being a Spartan fighting in the awe-inspiring worlds rich with stories that you have created.

Games with fluid, fast-paced action are what 343 Industries is the flag-bearer of! I like the studio’s focus on pushing the envelope for games in new directions and the emphasis placed on gameplay feel. I admire how you have created such innovative gameplay that is fluid and responsive and achieved a very cool power fantasy with it too! It is the kind of player experience that I would like to be creating myself. And I would absolutely love to be a part of 343 Industries and play my part in creating games that are trailblazers of these creative fantasies!

**Regards,**

**Shantanu Shripad Mane**