**Shantanu Shripad Mane - Gameplay Programmer**

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Bungie, Inc.,

550 106th Ave NE #207,

Bellevue, WA 98004

**Dear Bungie,**

I am Shantanu Mane, a Gameplay Programmer 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 Gameplay Programmer position at Bungie!

My C++ skills are at their peak through rigorous practice with the use of pointers and a better understanding of Data Structures 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 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 design, engineering, art and animation in them together, and in collaborating with and learning from the people involved in them, as well as iterating on gameplay systems to get them to their best possible form for the game.

Combat, weapons, action and animation are where my passion truly lies. I have and continue to take time to learn combat design and combat systems. I am also putting time into learning about animation programming and am working towards creating a gameplay animation system related to but not limited to combat.

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. The combat in Destiny is grippingly intense and has me on point for the full duration of combat encounters! The weapons and shooting them feels great, with the choice of weapons and the wide variety having meaning to them. The enemy types also support this and their placement, AI and use of the environment make for interestingly involved combat encouraging the use of the complete set of skills. Finally, unleashing the Super feels really exciting! It is a feeling, an exhibition of immense power that turns the tide of battle when I, as an Arcstrider, unleash my Super and dash around the battlefield obliterating enemies with a flurry of elegant strikes of my Arc Staff!

Games with Action and engaging, compelling experiences are what Bungie is the flag-bearer of! I like the studio’s ideology of encouraging all the team members to push themselves, to push the boundaries and not be afraid of failure, and to be passionate about, participate in and contribute to the vision of the game. I think these values are essential for the progress of each team-member and the team as a whole. I would absolutely love to be a part of the team at Bungie and play my part in creating the next game that surpasses expectations and breaks all known boundaries!

**Regards,**

**Shantanu Shripad Mane**