**Shantanu Shripad Mane - Character Mechanics Programmer**

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Dear Avalanche Studios,

I am Shantanu Mane, a Game Programmer. I am highly skilled in C++ and 3D Math/Linear Algebra. I specialize in Character Gameplay, Player Controls, Combat and Animation programming. Action, Adventure and Competitive games are my favorites. That has led to me working on three Action & Adventure games. It is a pleasure to apply to the Character Mechanics Programmer position at Avalanche Studios!

I want to join Avalanche Studios because of your previous games like Just Cause and Rage 2 which place a heavy focus on experiencing a power fantasy and allow player creativity and skill. These aspects align with my own interests and I want to take part in creating them.

Player controls, animation, combat and movement in games are my biggest interests and I study about them through GDC talks, written material & playing games. I like to create Character Mechanics and making players feel like they are the character they play as, through gameplay. I have the instinct for it. I put that to use while creating a Combo Attacks System like that of Bayonetta & Prince of Persia: Warrior Within, and on Hard Light Vector’s ‘Action Flair’ system.

From an interest in bodybuilding, martial arts and sports, I have developed a good eye for animation and biomechanical aspects of motion. I have good knowledge of various animation techniques and I keep myself updated on the subject.

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 with 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. I like to get feedback and critique in order to do that.

My time as a Gameplay Engineer at SIE Santa Monica Studio gave me a chance to listen to the creativity of the folks there in approaching problems and to do some creative thinking of my own. 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 experienced engineers & designers, and through my own time with the codebase.

The opportunity to come up with creative solutions to take gameplay & animation to higher levels of fun and fidelity is what really draws me towards game programming. I feel that my drive to create engaging gameplay, knack for characters, game feel & combat coupled with team spirit and a real passion for being in this industry would make me a great addition to the team at Avalanche Studios. I look forward to hearing from you soon.

Regards,

Shantanu Shripad Mane