**Shantanu Shripad Mane - Gameplay Software Engineer**

**Phone No.:** +1-385-202-9752 | **Email:** [shantanu.m934@gmail.com](mailto:shantanu.m934@gmail.com)

**Portfolio:** [shantanumane.com](https://shantanumane.com/) | [linkedin.com/in/shantanusmane](https://www.linkedin.com/in/shantanusmane/)

Dec 25 2018

Respawn Entertainment  
P.O. Box 56507  
Sherman Oaks, CA 91413

**Dear Respawn,**

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 year for my EAE - Game Engineering Master’s degree. And I am beyond thrilled to be applying for the Gameplay Software Engineer position at Respawn!

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 taken 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.

The free-flowing movement of Titanfall fulfills the power fantasy of being a nimble and agile swashbuckler as the Pilot and then the powerful arsenal of weapons you have when using your Titan make you go gung-ho, keep the trigger pulled and lay all your firepower into your enemies. I think the game does an excellent job of making difficult feats achievable with deftness. This puts the player in the power fantasy the game wants them to feel from the very first moment they wall-run and leaves room for creativity past that point, with the systems being intuitive and rewarding the player for engaging in them.

I love Action Games that bring out a burst of raw excitement and power in the player! I happen to be someone with a lot of enthusiasm and energy. I’ve played Titanfall 2 and I can say it evoked these feelings in me gracefully and masterfully. I like parkour and I loved wall-running in the game. It being so fluid and natural to pull-off opened up avenues for me to explore all my abilities and get creative with them. I’ve had adrenaline-filled combat encounters in the game where I was on point, pushing my abilities to their extent, wall-running and shooting enemies then launching off and landing to go sliding into an enemy to finish them off with a powerful and bone-shattering melee strike!

Talk about wanting to create power fantasy that they go for here? -

Games with fluid, fast-paced action are what Respawn 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 member of a team and the team as a whole. I would absolutely love to be a part of the team at Respawn and play my part in creating the next game that surpasses expectations and breaks all known boundaries!

**Regards,**

**Shantanu Shripad Mane**