**Shantanu Shripad Mane - Junior Animation Programmer**

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Rockstar San Diego,

2200 Faraday Ave #200,

Carlsbad, CA 92008

**Dear Rockstar San Diego,**

I am Shantanu Mane, a Game Programmer highly skilled in C++ and 3D Math. I have accrued experience with Animations, Player Input, and AI working on Action Games. I am currently in the final semester of my graduate studies at the University of Utah for my EAE - Game Engineering Master’s degree. And I am beyond thrilled to be applying for the Junior Animation Programmer position at Rockstar San Diego!

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, action and animation are where my passion truly lies. I believe animation plays a huge role in making these aspects true-to-life in games. I continue to learn combat design and combat systems. I am also learning 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 ones I play.

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. The high stakes train heists, horse chases and Dead Eye system of Red Dead Redemption 2 nail down these feelings masterfully and immaculately. The animation in the combat and horse riding is so organic and realistic! The recoil felt in various body parts on shooting a gun, hit reactions from bullets and melee strikes and Arthur’s body bobbing, and his arms and legs bouncing while riding a horse give these activities that touch of almost being real life! There are many other things I noticed and appreciate like characters’ focus tracking ongoing conversations & interactions, the horse’s legs staying on the ground during ‘Skid Turns’ even on sloping terrain and the kill-cams that depict the target’s body caving in from the impact of the killing blow.

Games with believable & livable worlds, living, breathing characters and high stakes, realistic action are what Rockstar is the flag-bearer of! I like your team’s determination in being ambitious, aiming higher than ever and pushing yourselves to achieve a vision like none other before. And I would absolutely love to be a part of the team at Rockstar San Diego and play my part in creating the next game that surpasses expectations and breaks all known boundaries!

**Regards,**

**Shantanu Shripad Mane**