**Shantanu Mane - Character Mechanics Programmer**

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Dear Avalanche Studios,

I am Shantanu Mane, a Character Gameplay Programmer highly skilled in C++ and 3D Math. I specialize in Character Mechanics, Player Controls and Animation programming. Action, Adventure and Competitive games are my favorites. After attaining a Master’s degree in Game Engineering from the University of Utah, working on three Action & Adventure games, I am looking forward to where the future takes me. I am very happy to be applying to the Character Mechanics Programmer position at Avalanche Studios!

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 love to create Character Mechanics and making players feel like the character they play as, through gameplay. I have the instinct for it. Game feel, controls and combat design are important areas for this. I got to use my instincts and knowledge of these while creating a Combo Attacks System like Prince of Persia: Warrior Within, and on Hard Light Vector’s ‘Action Flair’ system.

I like Just Cause 4 & Rage 2 for the controls, movement and the freedom for player expression and creativity. A chance to work on such exhilarating Action games and character gameplay is why I want to join Avalanche Studios. It would also be great to learn from people with a lot of experience in creating the things I like.

I am a team player and a motivator to my teammates. I believe people on teams build each other up. To that end I aim to provide the best I can to my teammates in terms of help on tasks as well as motivation. Dedication, determination and perseverance are my strongest qualities. I also have the will to keep learning and improving my skills.

Being a Gameplay Programmer at SIE Santa Monica Studio gave me a chance to learn from the creativity of the folks there. 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. That system is important to me because I took ownership and was the point-person on it. At both of these studios I tried to learn as much as I could from senior engineers & designers, and also through my own time with the codebase.

The opportunity to come up with creative solutions to take character gameplay & controls to higher levels of fun and fidelity is what draws me towards game programming. I feel that my knack for game feel & character design, drive to create ever-improving gameplay & experience with meaningful iteration of features coupled with team spirit would make me a great addition to the team at Avalanche Studios. I look forward to hearing from you soon.

Regards,

Shantanu Shripad Mane