**Shantanu Shripad Mane - Gameplay Programmer**

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Hello Failbetter Games,

I am Shantanu Mane, a Gameplay Programmer highly skilled in Gameplay, 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. It is a pleasure applying to the Senior Gameplay Programmer position at Failbetter Games.

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 in terms of help on tasks as well as motivation. Dedication, determination and perseverance are qualities I thrive on to achieve my goals - personal and also team-based. I am also someone who likes to keep improving on my skills and I have the will to keep learning.

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. Game feel, combat design and controls are important areas for this. I got to use my instincts and knowledge of these areas while creating a Combo Attacks System like that of Bayonetta & Prince of Persia: Warrior Within, and on Hard Light Vector’s ‘Action Flair’ system. I am currently learning more about Physics and Collision because they are involved in movement, combat and also animation fidelity.

My time as a Gameplay Programmer 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. At both of these studios I always tried to learn as much as I could from senior & lead engineers & designers, and also 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 gameplay programming. I feel that my drive to create ever-improving gameplay, knack for game feel & combat, experience with meaningful iteration of features coupled with team spirit and a real passion for being in this industry would make me a great addition to the team at Failbetter Games. I look forward to hearing from you soon.

Regards,

Shantanu Shripad Mane