**Shantanu Shripad Mane**

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Dear Red Beard Games,

I am Shantanu Mane, a Gameplay Programmer highly skilled in C++ and 3D Math/Linear Algebra. I specialize in Player Controls, Character Gameplay 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. So it is a pleasure to apply to the Gameplay Programmer position at Hi-Rez Studios Red Beard Games!

Player controls, combat, movement, game feel and animation are my biggest interests and I study about them through GDC talks, written material & playing games. I recently learned more about Physics and Collision for the same. I study game design related to these areas too. I like to create Character Mechanics and making players feel like the character they play as, through gameplay. I have the instinct for it. I got to use this instinct 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 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 in terms of help on tasks as well as motivation. Dedication, determination and perseverance are my strongest qualities. I am also someone who likes to keep learning and to keep improving on my skills.

My time as a Gameplay Programmer at SIE Santa Monica Studio gave me a chance to listen to the creativity of the folks there. I got to delve into a sophisticated combat system and I really liked that. The waypoints system I created at 343 Industries has made me better at iterating on features and collaborating with designers and artists. I took ownership of and was the point-person for this system. 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 gameplay & animation to higher levels of fun and fidelity is what really draws me towards game 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 Red Beard Games. I look forward to hearing from you soon.

Regards,

Shantanu Shripad Mane