**Shantanu Shripad Mane - Gameplay Programmer**

**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

Sucker Punch Productions,

Bellevue,

Washington

**Dear Sucker Punch,**

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 Programmer position at Sucker Punch Productions!

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 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. I think the combat in Ghost of Tsushima is shaping up to be spectacular. The animations look immaculate! The melee fighting, with everything that happens when blades clash, has been done with great attention to detail. I admire how the attacker’s blade bounces off, when the attack is blocked, of the blocker’s blade. In that same situation, how both fighters’ hands, arms and weapons are oriented and handled in animation shows that it will be amazing! I also like how well the characters act and play animations in sync with and in relation to each other, which adds to them feeling like they are actually engaged in one-on-one combat.

I love Action Games that bring out a burst of raw excitement and power in the player and fulfill a strong power fantasy! I happen to be someone with a lot of enthusiasm and energy. The moment to moment aspects and the pace of the combat in Ghost of Tsushima are exciting to me! The combat, animation, slow motion and sleight of hand moments will lead into living the power fantasy of being a skilled and fierce samurai. The game has been done beautifully so far!

Games with Action and engaging, compelling experiences are what Sucker Punch is the flag-bearer of! I like your mantra of upholding the game’s vision and taking up any challenge to achieve it, and how you strive for exceptional quality, realism and push yourselves to always raise the bar. I would absolutely love to be a part of the team at Sucker Punch and play my part in creating games that surpass all known limitations and deliver the most impactful power fantasies!

**Regards,**

**Shantanu Shripad Mane**