Shane Tupler

Technical Game Designer

shanemakesgames.github.io

Seaside Park, NJ 08752

(908) 255-9354

shanetupler@gmail.com

WORK EXPERIENCE

Flowstone Saga :
Impact Gameworks – Junior Programmer
September 2021 – Present

- Worked with **different disciplines** to create **player-facing features** such as monster abilities and character item passives
- **Implemented layouts** and coded **functionality for 3 UI screens**
- Built a **system** to display accurate controller icons in tutorials and helped with **asset-loading and storage**, and **localization** systems
- Communicated with QA team to fix bugs

Digital Janitors :
Tired Turtle Games – Technical Game Designer
November 2019 – October 2021

- Collaborated closely with a small team to develop a desktop defense game with **Unity**
- Designed and programmed **28 enemy types, 15 power-up abilities**, and **3 boss battles**
- Tweaked gameplay systems to achieve a balance between **challenge and player enjoyment**
- Programmed a **wave system** for spawning enemies

PROJECT EXPERIENCE

Recursion Error :
Cyber Duck Collective – Combat Designer
September 2022 – June 2023

- **Designed movesets for 3 weapons** that encourage **different playstyles**
- **Wrote documentation** on weapon designs
- Programmed weapon functionality and mechanics
- **Tweaked weapon parameters** such as attack speeds and damage amounts based on playtest data
- **Collaborated with art and animation teams** on the look of the weapons
- Implemented attack animations and hitboxes

TECHNICAL SKILLS

Programming Languages:

- C#
- Python

Game Engines:

- Unity
- Unreal Engine

Version Control:

- Github Desktop
- Sourcetree
- Perforce

EDUCATION

- **Drexel University,** Philadelphia, PA
  - *Game Design & Production BS*
  - September 2018 – June 2023
  - Cumulative GPA 3.75

HONORS & AWARDS

- 2021 Intel University Games Showcase Finalist
- Drexel Founder's Scholarship
- Drexel Dean's List
- Second Degree Black Belt in Taekwondo

ACTIVITIES

- Entrepreneurial Game Studio, 2019–2023

RELEVANT COURSEWORK

- Game Workshop I & II
- Game Design Lab I & II
- Game Playtesting
- Scripting for Game Design
- AI in Gaming
- Computer Programming I
- Overview of Computer Gaming

OTHER WORK EXPERIENCE

- B&B Department Store Seaside Park, NJ
  June 2015 – September 2019
- Kohr's Frozen Custard Seaside Heights, NJ
  June – September 2014