Shane Tupler

Technical Game Designer

shanemakesgames.github.io

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

Seaside Park, NJ 08752 (908) 255-9354 shanetupler@gmail.com

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
- Second Degree Black Belt in Taekwondo

ACTIVITIES

 Entrepreneurial Game Studio, 2019-2023

OTHER WORK EXPERIENCE

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