

Shane Tupler | Technical Game Designer

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Objective

To secure a **game design position** that lets me apply my **development experience** and **passion for action and fighting games** in an environment that **fosters my knowledge and development of my craft**.

Skills

Programming Languages: C#, Python

Software: Unity, Unreal Engine, Adobe Suite

Work Experience

Flowstone Saga (Puzzle Battle RPG)

Impact Gameworks, Junior Programmer | September 2021 – Present

- Worked with different disciplines on **gameplay features** such as **105 enemy abilities**, **28 character item passives**, and **7 class types**
- **Implemented layouts and 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
- **Documented new asset loading pipeline** for content team
- Coordinated with QA team to fix bugs

Digital Janitors (Desktop Defense)

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 (Roguelike Hack-and-Slash)

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** from **prototype to polish** stage
- **Iterated on weapon parameters** such as **attack speeds** and **damage amounts** based on playtest data
- **Communicated with art and animation teams** on the look of the weapons
- Implemented and **tuned attack animations and timing**

Education

Bachelor's of Science in Game Design & Production

Drexel University, Philadelphia, PA