Shane Tupler

Technical Game Designer

shanemakesgames.github.io

WORK EXPERIENCE

Flowstone Saga:

Impact Gameworks - Programmer

September 2021 - Present

- Worked with different disciplines to create player-facing features such as monster abilities and character item passives
- Wrote development tools such as a script for automating multi-platform game builds, and an authoring tool for cutscenes
- Built systems for asset-loading and storage, localization, and detecting and displaying accurate controller icons in tutorials
- Communicated with QA team to fix bugs

Digital Janitors:

Tired Turtle Games - Lead Gameplay Designer

November 2019 - October 2021

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

PROJECT EXPERIENCE

Recursion Error:

Cyber Duck Collective - Technical Game Designer September 2022 - June 2023

- Designed 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

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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