Shane Tupler

Technical Game Designer

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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

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**
- Wrote a **wave system** for spawning enemies and obstacles
- Designed and programmed various **enemy behaviors, power-up ability** types, and **boss battles**

PROJECT EXPERIENCE

Recursion Error :
Cyber Duck Collective – **Technical Game Designer**
September 2022 – June 2023

- Designed three weapons that encourage different playstyles
- Wrote documentation on weapon designs
- Programmed base weapon functionality and unique weapon 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

EDUCATION

- **Drexel University,** Philadelphia, PA
  - *Game Design & Production BS*
  - September 2018 – June 2023
  - Cumulative GPA 3.77

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–Present

RELEVANT COURSEWORK

- Game Workshop I & II
- Game Design Lab I & II
- 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