

Shane Tupler

Technical Game Designer

shanemakesgames.github.io

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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
- 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 **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