# **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, Programmer | September 2021 - February 2025

- Worked with different disciplines on gameplay features such as 106 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 internal and localization 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** (Roquelike 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

Drexel University, Philadelphia, PA