Shane Tupler
Technical Game Designer
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OBJECTIVE

To secure a **combat 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**.

WORK EXPERIENCE

Flowstone Saga *(Puzzle Battle RPG)*
Impact Gameworks **– Junior Programmer**
September 2021 - Present

- Worked with **different disciplines** to **create player-facing features** such as monster abilities and character item passives
- **Implemented layouts** and **coded 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
- 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
- **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 and **tuned attack animations** and **timing windows**

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
- Second Degree Black Belt in Taekwondo

ACTIVITIES

- Entrepreneurial Game Studio, 2019–2023

OTHER WORK EXPERIENCE

- B&B Department Store Seaside Park, NJ
June 2015 – September 2019
- Kohr's Frozen Custard Seaside Heights, NJ
June – September 2014