# **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, Junior Programmer | September 2021 - Present

- Worked with different disciplines on gameplay features such as 72 enemy abilities and 26 character item passives
- 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 QA team to fix bugs

### <u>Digital Janitors</u> (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