

# Shane Tupler | Technical Game Designer

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## Objective

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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

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**Programming Languages:** C#, Python

**Software:** Unity, Unreal Engine, Adobe Suite

## Work Experience

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### Flowstone Saga (Puzzle Battle RPG)

**Impact Gameworks, Programmer** | September 2021 - Present

- 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

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### 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** 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

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**Bachelor's of Science in Game Design & Production**

Drexel University, Philadelphia, PA