Tal Scheffer

Profile

- 🎂 30/09/2001
- ♂ Male

Contact

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Interests

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Programming Languages

- 🔵 c#
- 🐍 Python
- ☕ Java

Softwares

- Unity
- Rider
- Visual Studio
- FL Studio

About Me

I am a passionate game developer with a strong desire to build games that blend story and experience. I love creating worlds that foster reflection, understanding, and awaken emotion.

Experience

Game Developer | Truffle Keeper (Personal Project) 2024:
- Developed and programmed a 2D tower defence-style game. Designed levels and worked closely with an artist to shape the overall gameplay experience.

Game Developer | Duck Game (University Collaboration) 2025:
- Collaboration with an artist as the sole programmer on a university game project, bringing their design concept to life through code.

Game Developer | The Interview (Game Jam) 2025:
- Programmer for a narrative game jam project on inclusivity. Developed gameplay as part of a team highlighting how gender and race can affect interview experiences.

Game Developer | A Tale of Sand and Bone (Steam) 2025-2026:
- Designed, programmed a 2D roguelite platformer, composing music including original foley sounds. Partnered with an artist to develop a polished, cohesive game.

Facilitator | Game Jam at Newcastle University 2025:
- Worked as a game jam facilitator lending my expertise in helping students create games.

Education

Newcastle University | Computing Science (Game Engineering) BCs Honours 2023-2026:

A-Levels | Maths A, Biology A*, Economics B

Skills

- Game Design
- Programming
- Game Engine
- Music
- Sound Design
- Unity

References

Kenneth Pierce
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