



Tal Scheffer

Unity Gameplay Programmer

07862740891 | tal.scheffer13@gmail.com

github.com/Tiggle2002 | [Steam demo](#) | itch.io/below

PROFILE

Unity gameplay programmer focused on 2D systems, spatial storytelling, and designer-facing Unity tools. BSc Computing Science (Game Engineering), with experience building large self-directed projects, team games, and reusable Unity packages.

TECHNICAL SKILLS

Languages: C#, Python, Java

Unity: Unity 2022.3/6, Editor tooling, ScriptableObjects, Addressables, Input System, Cinemachine, URP, Tilemaps

Architecture: VContainer/Zenject, R3, UniTask, VitalRouter, LitMotion, Odin Inspector, pooling, state machines

Tools: Rider, Visual Studio, Git, FL Studio

SELECTED PROJECTS

A Tale of Sand and Bone - Unity/C# Team Project | 2023-2026

Steam demo

- Built core systems for a 2D roguelite platformer: player state/input, checkpoints, pause, inventory, weapons, shields, poise, health, and damage queries.
- Developed procedural generation workflows around Edgar, graph/chunk authoring, room injection, tilemap merging, teleporters, combat rooms, and post-processing.
- Created Odin/Unity editor dashboards for combat testing, loot spawning, level settings, chunk editing, graph validation, and asset setup.

Heavy - Major Self-Directed Unity Systems Project | 2025-2026

- Built a large life-sim prototype around routine, pressure, and emotional systems: farming, grid interaction, inventory, shops, shipping, stamina, time, quests, dialogue, and scene flow.
- Implemented expressive mechanics including crop growth, wallets, stamina drain, breathing/meditation, intrusive-thought prompts, harvesting, NPC dialogue, and day summaries.
- Structured systems with DI scopes, reactive input, ScriptableObject data, pooling, modular services, and reusable UI/state patterns.

Below - Architectural Storytelling Game | 2025

[itch.io](https://itch.io/below) page

- Created a Unity platforming/narrative piece about spatial pressure, scale, light, sequence, and sound as emotional storytelling tools.
- Programmed movement, jump buffering, interactions, NPC encounters, dialogue, projectiles, obstacles, audio fading, music, screen effects, and menus.
- Designed environments and encounters around player psychology, using cramped routes, verticality, silence, and contrast to shape emotional pacing.

Talico Unity Packages - Reusable Gameplay and Editor Tooling | 2025-2026

- Packaged reusable Unity modules including Talico Interaction, Talico UI, and Talico Dashboard.
- Built target scanning, tap/hold interaction strategies, async cancellation, highlighting, reactive state, animated UI lists, and an Odin dashboard.

Duck Game - University Collaboration | 2023

- Sole programmer on a collaborative 2D game; implemented movement, AI/FSM behaviour, duckling follow mechanics, health/damage, abilities, menus, audio, parallax, and UI.

ADDITIONAL PROJECTS

- Truffle Keeper - Programmed a 2D tower-defence/survival project. [GitHub](#).
- Penguin Plunge - Unity project available on [GitHub](#).
- The Interview - Programmed an inclusivity-focused narrative game jam project exploring interview bias.

EXPERIENCE

Game Jam Facilitator - Newcastle University | 2025

- Helped student teams scope, debug, and turn design ideas into playable Unity prototypes.

EDUCATION

Newcastle University - Computing Science (Game Engineering), BSc Honours (2:1) | 2023-2026

A Levels: Maths A, Biology A*, Economics B