Brice Puls
briceepuls@gmail.com
http://www.bricepuls.com

Career Experience

November 2018 – February 2023 | Gameplay/UI Programmer
Liquid Bit

Engineered UI for Killer Queen Black, as well as audio, gameplay and control implementation, assisted with certification and submission to Nintendo Switch, Xbox One, and Google Stadia.

Co-Lead Designer for Mythic Golf, an unreleased arcade golfing game created in UE5.

February 2018 – Spring 2021 | QA Lead/Game Design
Young Horses

Ran quality assurance, gameplay testing, and provided design assistance for Bugsnax, a narrative adventure game released for the PS4, PS5, Xbox One, Nintendo Switch, PC, Mac, and iOS.

November 2012 – September 2022 | Digital Media Developer
Museum of Science and Industry, Chicago

Responsible for the design, prototyping, and engineering of educational games, kiosks, and interactives for internal museum use, after-school programs, online distribution, and in-exhibit activities.

May 2012 – Summer 2013, September 2014 – December 2015 | Producer/Developer/QA Engineer
Robomodo

Internal responsibilities included creating custom game builds and scenes for specific uses by various studio/publisher departments. Publisher responsibilities included creating clips, trailers, screenshots, and other promotional assets for Tony Hawk's Pro Skater HD and Tony Hawk's Pro Skater 5 via Matinee and UE3 capture tools.

Worked on pitching for additional projects including creating concept trailers, game design documents, and fulfilling RFPs. Engineered on other projects throughout the studio such as Globber's Escape, Skate With Friends, and other mobile titles.

Additionally worked as a QA Engineer on Tony Hawk's Pro Skater HD, primarily in level bounds testing, progression testing, and online multiplayer certification.

March 2016 – Present | Director of Exhibitions
Video Game Art Gallery

Works with various non-profits and artists around the country to promote the visual arts within the video game medium. Responsible for directing VGA's gallery exhibitions, including venue management, curation, presentation, installation, budget management, and additional programs.

March 2014 – Present | Co-Founder/Director of Operations
Bit Bash Chicago

Manages budget, administration, organization, and partnerships for Bit Bash Chicago, a non-profit arts festival dedicated to engendering alternative games exploring concepts via hardware, discussing social issues, unique artistic styles, or fostering community.

Contract Projects

Frame Switch | Solo Developer, 2019-2023
Developed in partnership with the Media Majlis at Northwestern University and with funding from the McArthur Foundation, Frame Switch is a VR installation placing the player in the shoes of a citizen journalist, who must use their phone in a 360 space to record a global event, while unintentionally inserting a narrative bias based on what they choose is worth recording. Developed the entire experience for the Oculus Quest 2, including VR implementation, UI interface and interaction, live recording of 360 video, and playback.

Sausage Sports Club | Lead QA Engineer, 2017-2018
Led quality assurance testing and optimization for Sausage Sports Club, assisted in certification and submission process for Nintendo Switch.

TumbleSeed | Lead QA Engineer, 2017
Led quality assurance testing and optimization for TumbleSeed, assisted in certification and submission process for Nintendo Switch and Playstation 4.

Manifold Garden | QA Engineer 2019
Worked in identifying and reporting bugs within the title's levels and UI interfaces, additionally served as IT technician, managing dev kits and SDKs for PS4, PS5, Switch, Xbox One, Xbox Series X, and PSVR2. Managed developing a build pipeline and advised on QA pipeline/best practices.

Turn Back the Clock- Interactive Doomsday Clock| Solo Developer, 2017
Developed for the Museum of Science and Industry's Turn Back the Clock exhibit, in partnership with the Bulletin of the Atomic Scientists, the Interactive Doomsday clock is a networked iPad/PC installation in which the user is able to scrub through a timeline on a iPad touchscreen, and see a projected wall update with additional information about the selected year including pop culture facts, political history, and the status of the Doomsday Clock at the time, featuring seamless UI transitions and animations. Additionally developed various touchscreen video monitors throughout the exhibition as well as a virtual guestbook, allowing users to write their representatives in Congress.

Weather to Climate: Our Changing World Exhibit Interactives | Solo Developer/Designer, 2016
Developed for the Peggy Notebaert Nature Museum, the interactives for *Weather to Climate: Our Changing World* highlight the various points and calls to action throughout the exhibit. The three games developed for the exhibit allow players to create their own weather in real-time by modifying its various components, create their own animal by selecting from various features and appendages to explore how climate change can affect creatures, and learn about how to make better choices to reduce carbon emissions via a choose-your-own-adventure game.

Materials Science Magnet Maker| Solo Developer, 2015
Developed for the Museum of Science and Industry's Materials Science exhibit, in conjunction with Northwestern University, the dual iPad interactive is developed to educate and instruct users about the various non-rare earth elements that can be used to create magnets for various practical purposes. Users can explore the periodic table on the top screen to determine viable elements, and then interact, research, and compare viable elements on the lower screen in order to determine the ideal element for the selected use.

Paleontology Manager | Solo Developer/Lead Designer, 2014
In development with scientists and researchers at the Field Museum, Paleontology Manager is a strategy/management game designed to educate middle and high school level students about the process of fossil research and collection, the events of the Permian Extinction, as well as the importance of the fossil record and it's applications to modern research.

Make Room for Baby HTML5 Port | Solo Developer, 2013
Developed for MSI, Make Room for Baby is one of the museum's most popular online applications. The HTML5 Port is a near-exact recreation of the original Flash application that resides online and in the museums YOU! The Experience exhibit. It allows users to observe and learn about the process the human body goes through during pregnancy. The HTML5 version of the application enables users to do so on all mobile devices.

Museum of Science and Industry Kiosk App | Solo Developer, 2013
Developed for MSI, the Kiosk project is an HTML5 application designed to run on multiple iPads throughout the museum. The app downloads and imports information, then displays detailed text and images about exhibits in which the app is installed in, with custom fonts and animations.

Skills

General Computer Use

- Microsoft Office
- Sound Editing
- Video Editing
- Adobe Photoshop
- Adobe Illustrator
- Computer Hardware
- Technical Support/Troubleshooting

Game Development

- Software
  - Unity 3D
  - Unreal Development Kit
  - Microsoft Visual Studio
- Languages
  - C#
  - JavaScript/Lua
  - Blueprints

Web Development

- HTML/HTML5
- PHP
- JavaScript
- CSS

Education

Columbia College Chicago | Game Development - Game Design

- President of Regen Game Club
- Organizer of Monthly IAM Game Jams
- Member of Unity Development Group Chicago
- Member of Game Programming Club
- Member of IDGA Chicago

Columbia College Chicago | Minor - Professional Writing/Poetry