

Brice Puls

bricepuls@gmail.com

<http://www.bricepuls.com>

651-283-8955

Work Experience

March 2016 – Present | QA

Tumbleseed

Worked with team during game cert and launch to provide QA services and bug testing.

March 2016 – Present | Exhibitions Manager

Video Game Art Gallery

Working with various non-profits and artists around the country to promote the visual arts within the video game medium. Responsible for managing the logistics of VGA's gallery exhibitions, including venue management, art selection, presentation, and set-up/tear-down.

July 2015 – Februaryj 2017 | Lead Developer/Designer

Peggy Notebaert Nature Museum

Designed and programmed multiple games and interactives for *Weather to Climate: Our Changing World* and *Our House*, exhibits exploring the fundamentals of weather and climate, the science behind climate change, and what actions people can take to reduce impact.

March 2015 – Present | Lead Developer/Designer

The Field Museum

Designing and developing a mobile game as part of the broad outreach portion of a research grant. Game highlights the research of Dr. Ken Angielzyck, and focuses on educating players on mass extinctions, how they are studied using the fossil record, and how analyzing rock data can help understand climate change during these events.

March 2015 – December 2015 | Producer/Developer

Robomodo

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

March 2014 – Present | Co-Founder/Logistics Coordinator

Bit Bash Chicago

Responsible for venue rental and management, equipment rental and purchasing, set-up and tear-down, game station management, and working with event partners and sponsors.

November 2012 – Present | Digital Media Developer

Museum of Science and Industry, Chicago

Responsible for the design and prototyping of educational games, creating and moderating new content for mobile applications, and developing/programming various interactive displays and kiosks throughout the museum. Developed marketing and distribution solutions for Flash games, assisted in organizing an educational game design summit between MSI, Institute of Play, and the HIVE network.

January 2013 – February 2014 | Co-Founder/Unity Developer

Furywing Games

Responsible for the design and development of mobile applications using Unity 3D including interaction, asset implementation, server communication, profile management, in-engine animation, spritesheet management, and audio implementation.

May 2012 – September 2012 | Producer/Developer



Robomodo

Responsible for creating clips, trailers, screenshots, and other promotional assets for Tony Hawk's Pro Skater HD via Matinee and capture tools. Worked on creating documentation and pitch trailers for proposed game projects. Developed on other projects throughout the studio such as Globber's Escape and other unannounced projects.

January 2012 – May 2012 | Intern/QA
Robomodo

Worked on game projects such as Tony Hawk Pro Skater HD, developing promotional assets as well as working in Quality Assurance.

May 2011 – September 2011 | Game Design/Development Intern
Center for Neighborhood Technology

Responsible for the development and creation of an online social game which incorporates CNT's Equity Express curriculum. The game involves users taking real world actions to better their economic, environmental, and personal wellbeing in order to gain achievements and become the leader of their neighborhood's improvement and development. The final product, Sagacity, was a prototype site used to successfully pitch the project for additional funding.

Projects

Turn Back The Clock- The Clock Reacts | Developer/Designer

Developed for the Museum of Science and Industry, The Clock Reacts is a dual-screen interactive where the user can experience history through the lens of the Bulletin of Atomic Scientists' Doomsday Clock. Users swipe through an iPad to scroll through the years since the creation of the Doomsday clock, as a projected screen conveys how many "minutes to midnight" we were at that time, along with information about how the world was politically and culturally. In addition, a series of interactive video players were developed for iPad.

Weather to Climate: Our Changing World Exhibit Interactives | Developer/Designer

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.

MedLab Testing iPad Workbooks | Developer/Designer

Developed for the Museum of Science and Industry, the MedLab workbooks are designed as an alternative to the traditional handouts previously used by the program. Users are able to read and view information and step-by-step tasks for urine testing, as well as record that information in an easy-to-understand format for the age demographic.

Materials Science Dual-Screen iPad Interactive | Developer

Developed for the Museum of Science and Industry's Materials Science exhibit, in conjunction with Northwestern University, the 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.

Broad Outreach Paleontology Game | Developer/Lead Designer

In development with various scientists and researchers at the Field Museum, the paleontology game is a strategy/management game designed to inform users about the process of fossil research and collection, as well as the importance of the fossil record and its applications to modern situations.

Future Energy Chicago Exhibit Display | Developer

Developed for the Museum of Science and Industry, the display is designed to capture specific information from the Future Energy Chicago exhibit as well as the museum's ticketing system in order to inform visitors of the exhibit's status, including scheduled simulation times, general exhibit access, and ticketing information.

Crown Royal Photo and Video Booth | Developer

Developed for Crown Royal, both the photo and video booths were developed in Unity. The Photo booth uses a DSLR camera to capture a user's photo against a green screen, apply a background via chroma keying, add a border to the photo, print the photo, upload it to a server and e-mail the user to access it online. The video booth follows the same interface, but allows the user to record a 20-second video message that is automatically uploaded to YouTube and shared with the user via a private link.

Chicago Sports Museum Broadcast Booth | **Developer**

Team Size: 3

Developed for the Chicago Sports Museum, the Harry Caray Broadcast Booth is a permanent exhibit that allows users to choose a variety of options that are displayed on a teleprompter, record their performance, and uploads them to YouTube which is shared with the user via a private link.

Globber's Escape | **Developer/Designer**

Globber's Escape is a 2D arcade game developed in Unity3D. Players control a character named Globber, who must navigate mazes in order to collect 'Flunkies,' tiny creatures that power up Globber, while avoiding a variety of enemies. I was responsible for working on the game's UI, implementing analytics, modifying gameplay, adjusting difficulty, implementing IAP and ad support, and device testing.

Make Room for Baby HTML5 Port | **Developer**

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 museum's 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 | **Developer**

<http://www.msichicago.org/whats-here/exhibits/80-at-80/>

Developed for MSI, the Kiosk project is an HTML5 application designed to run on multiple iPads throughout the museum. The app is able to import information from a XML file which can be updated via push notifications and display detailed text and images about exhibits in which the app is installed, with custom fonts and animations.

Water Aloft the Ridge | **Lead Game Designer**

<http://www.wateralofttheridge.com>

Water Aloft the Ridge was the 2012 Game Design Senior Capstone Project at Columbia College Chicago. Was responsible for focusing the game's design and development, as well as working with the team in programming, scripting, asset implementation, and build management. Developed a camera management system in order to handle multiple angles, view styles, player interaction, and cutscene cinematography. I was responsible for leading a team of 7 designers in an overall group of 28 designers, artists, programmers, and sound designers.

Cook County- Make the Tough Choices | **Interactive Web Developer**

Working with the Cook County Government, developed a website/interactive game to inform users about the 2012 budget deficit. The site informs users how the Cook County budget reached this point, allows users to attempt to balance the budget themselves in a web game, and then lets them submit their results to Cook County Board President Toni Preckwinkle via numerous social networking sites.

Skills

General Computer Use

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

Game Development

- Software
 - Unity 3D
 - Torque 3D
 - Unreal Development Kit
 - Microsoft Visual Studio
- Languages
 - C#
 - JavaScript
 - UnrealScript

Web Development

- HTML/HTML5
- PHP
- JavaScript
- CSS
- MySQL
- Node.js

Education

Columbia College Chicago | **Game Development - Game Design**

- President of Regen Game Club
- Participant in Manifest 12 Hour Game Challenge
- Organizer of IAM Game Jams
- Member of Unity Development Group Chicago
- Member of Game Programming Club
- Member of IDGA Chicago

Columbia College Chicago | **Minor - Professional Writing**