

Brice Puls

Game/Interactive Designer and Developer

Contact

bricepuls@gmail.com
<https://www.bricepuls.com>

Education

Columbia College Chicago
BA in Game Development
Concentration: Design
Minor in Professional Writing
Concentration: Poetry

Clients

William Chyr Studios
Luckshot Games Digital
aeiowu
Peggy Notebaert Nature Museum
Field Museum of Natural History
University of South Carolina
Loyola University
Goose Island
Code Combat

Key Skills

Design
Systems
Narrative
Educational
Programming
UI/UX
Gameplay
Platforms
Unity3D
Unreal Engine
Web

Career Experience

SEPTEMBER 2024 - PRESENT

Programmer/QA Lead | Trinket Studios

Engineering UI and gameplay features for upcoming title releasing on PC as well as current and next-gen consoles, heading narrative and technical QA, as well as assisting in gameplay technical design and balance.

JUNE 2016 - PRESENT

Game Designer | Futureman Digital

In-house game designer and developer for digital marketing activations, mobile titles, VR games, and on-site interactives for clients such as IBM, Red Bull F1, Smirnoff, and Ally Bank. Designer and developer of JB's Hook & Ring Hideaway, released on the Meta Quest Store in 2024.

NOVEMBER 2018 - FEBRUARY 2023

Programmer | LiquidBit Studios

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 and Programmer for Mythic Golf, an unreleased arcade golfing game created in Unreal Engine 5.

FEBRUARY 2018 - APRIL 2021

QA Lead/Game Designer | Young Horses Games

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 - DECEMBER 2023

Digital Media Designer/Developer | Museum of Science and Industry

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

MAY 2012 - DECEMBER 2015

Producer/Developer/QA Engineer | Robomodo

Created matinees and captures for tutorials and cutscenes on Tony Hawk's Pro Skater 5. Additionally worked with publisher to create clips, trailers, screenshots, and promo assets for THPS5 and Tony Hawk's Pro Skater HD. Worked on pitching for additional projects including creating concept trailers and game design documents. QA Engineer on Tony Hawk's Pro Skater HD, as well as development and design on other studio projects such as Globber's Escape and Skate With Friends.

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.