We are
Puny Human

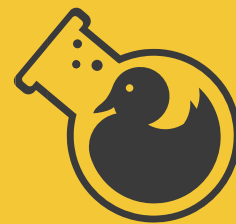your **Game Development** partner

PUNY HUMAN

And we help you make great games

We use our expertise to transform your project into an entertaining, optimized and well-engineered title and deploy it to a wide range of platforms.

PUNY HUMAN

Studio Overview

Puny Human is a **team of technical-oriented game developers** based in **Raleigh, North Carolina** in the United States. We develop games and projects for Unreal Engine and Unity with over 9 years of experience offering our services. We're grateful to have provided support to numerous partners over the years.

STRIKING DISTANCE STUDIOS   HEART MACHINE   NORSFELL

liquidbit   SQUANCH GAMES   inXile ENTERTAINMENT   VALVE

Windows 10, macOS and Linux programming and art production

Nintendo Switch development (docking/un-docking, optimization) and deployment

PlayStation 4 and 5 game and services development, and deployment

VR   *Steam VR, Oculus Rift and Oculus Quest development, optimization and deployment*

Xbox One and X|S game and services development, and deployment

Tools development, Continuous Integration and Deployment (CI/CD,) Cloud Engineering, Test Automation

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Staff Overview

Michael Sanders
Studio Manager
Experience
The Callisto Protocol, Impostors, Paranormal Activity, Trover Saves the Universe, Wasteland 3, Bard's Tale IV, Galacide, Blade Symphony

Garrett Fleenor
Technical Manager
Experience
Zero Day, Impostors, Hyper Light Breaker, Operation: Harsh Doorstop, Warfare: 1944, Killer Queen Black, Trover Saves the Universe

Cody Wilson
IT Manager
Experience
The Callisto Protocol, Blade Symphony, Altair Interactive, Megamanathon, MAGFest, Cengage, IBM, Transportation Insight

Nate Abell
Art Director
Experience
Wasteland 3, Just Cause 4, Colony Ship, Torment: Tides of Numenera, Descent Underground, Space Pirates and Zombies 2

Michael Zehnich
Senior Engineer
Experience
The Callisto Protocol, Impostors, The Bard's Tale IV, The Mage's Tale, Time Machine VR, Galacide, Blade Symphony, Science & Industry

Steeve Kilhoffer
Senior Engineer
Experience
The Callisto Protocol, Impostors, Trover Saves the Universe, Ghost Recon Wildlands, EVE: Gunjack, The Bureau: XCom Declassified

John Majernik
Engineer
Experience
The Callisto Protocol, Impostors, Paranormal Activity, Mytaverse, Zero Day, Galacide Killer Queen Black, Trover Saves the Universe

Garrett Swanson
Engineer
Experience
The Callisto Protocol, Zero Day, Impostors, Paranormal Activity, Mytaverse, Killer Queen Black, World to Build

Daniel Molnar
Engineer
Experience
The Callisto Protocol, Impostors, Tribes of Midgard, Captain Toonhead, Oberhasli, Mytaverse, Trover Saves the Universe, Zero Day

Voltaire Medina
Engineer
Experience
Splitgate, AccelByte OSS, Zero Day, The Alien Trials, Atrium Health

Troy Maynard
Engineer
Experience
Zero Day, Puppet Masters UE5 & Core, Fortnite, Native, Star Colony

Josh Dowell
Engineer
Experience
Zero Day, Blade Symphony, Dystopia, Boreal Alyph, Jabroni Brawl Episode 3, Sven Co-Op

Nick Miller
Senior Artist
Experience
Conan Exiles, Age of Conan, Hide and Shriek, The Secret World, Anarchy Online, Other Ubisoft RedStorm titles

Kyle Hanselman
Level Designer/Artist
Experience
The Callisto Protocol, Impostors, Zero Day, Radiant Dark, Raising the Bar: Redux, Sword of the Dead City, Unreal Engine QA

Josh Trimmer
Technical Animator
Experience
The Callisto Protocol, Impostors, Zero Day, W.I.G., Lator Gator, Détente

Jonathan Kozma
Producer
Experience
The Callisto Protocol, Impostors, Ubisoft, Aqua Marines, Super Cyber Dragon Smash

Travis Williams
Senior QA Analyst
Experience
The Callisto Protocol, Impostors, Tom Clancy's The Division 2, Far Cry 4

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The Callisto Protocol

Striking Distance Studios, 2022

- Gameplay, Platform and Systems Programming
- Game and Render Performance Optimization
- Sequencing, Rigging, Animation and Level Design
- Build Engineering, DevOps and Cloud Engineering

The Callisto Protocol is a survival horror action shooter, directed by Dead Space series co-creator Glen Schofield, and is considered a spiritual successor. Striking Distance Studios courted Puny Human to continue their fantastic work and address technical art and rendering needs, optimize performance, integrate complex user-interface behaviors, improve their CloudOps and DevOps infrastructure, and implement cinematic sequences and complex character rigs.

Splitgate Backend

AccelByte & 1047 Games, 2021

- **Systems, Backend and Tools Programming**
- **Backend Performance Optimization**

Splitgate is a multiplayer sci-fi first-person shooter that features player-controlled portals. In partnership with AccelByte, Puny Human worked with 1047 Games to implement and test the AccelByte OSS and AccelByte SDK into Splitgate. These powerful tools allowed for advanced features for players, such as achievements, leaderboards and matchmaking.

ACCELBYTE

One-Stop-Shop for Live Game Services

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Tribes of Midgard

Norsfell, 2021

- • **Platform and Systems Programming**
- • **Game and Render Performance Optimization**
- • **Hardware Porting to Xbox and Switch**

Tribes of Midgard is a vibrant action role-playing survival game, played from a top-down view with up to 9 other players to play singleplayer or co-operatively. Puny Human, in concert with its partner Joydrop, were tasked to improve overall game performance through advanced technical art and rendering improvements, and to complete the port of the title to the Xbox and Switch platforms.

Paranormal Activity

VRWERX, 2021

VR

• **Platform and Systems Programming**

• **Game and Render Performance Optimization**

• **Hardware Porting to Oculus Quest**

Paranormal Activity: The Lost Soul is a virtual reality title set in the Paranormal Activity universe, immersing players in a terrifying realistic environment with a haunting atmosphere. Puny Human was courted to optimize every part of the game, and to port the title to the Oculus Quest.

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Aquanox
Deep Descent

Digital Arrow & THQ Nordic, 2020

- **User Interface and Systems Programming**
- **Game and Render Performance Optimization**

Aquanox Deep Descent is a modern follow-up to the submarine-based first-person shooter from the 1990s and mid-2000s. Puny Human was taken to task by the developers at Digital Arrow and THQ Nordic to work on the game's user interface. Our engineers were responsible for implementing the new concepts and the associated features.

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Wasteland 3

inXile Entertainment & Microsoft, 2020

- **Build Engineering, DevOps and Cloud Engineering**
- **Concept Art and Ideation**

In order to ensure rapid build reception, Puny Human was tasked with creating a dependable continuous integration and continuous deployment pipeline. Building the follow-up to the successful post-apocalyptic RPG for numerous platforms then deploying it to different stores and international repositories wasn't easy, but we came through!

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Killer Queen Black

LiquidBit, 2019

- **Network, Gameplay and Systems Programming**
- **Game and Render Performance Optimization**
- **Hardware Porting to Xbox One and PlayStation 4**

LiquidBit tasked Puny Human with porting this spiritual remake of the popular 10 player, real-time strategy platformer to the Xbox One and PlayStation 4. Rewriting networking libraries to work with a large scale, cloud-based service, Puny Human ensured that all players can enjoy the benefits of a smooth cross-platform experience.

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Trover Saves the Universe

Squanch Games, 2019

- **Gameplay and Systems Programming**
- **Game and Render Performance Optimization**
- **Hardware Porting to PC, Switch and Xbox One**
- **Build Engineering, DevOps and Cloud Engineering**

When Justin Roiland, co-creator of Rick and Morty called, we answered! Right away, Puny Human worked on the PC and PS4 version of this bizarre comedy title. Later in the year, Squanch Games relied on us to deliver a quality port for the Switch and Xbox One, address gameplay issues and create a reliable build pipeline.

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Bard's Tale IV

inXile Entertainment & Microsoft, 2019

- **Gameplay and Systems Programming**
- **Game and Render Performance Optimization**
- **Hardware Porting to Xbox One**
- **3D Modeling, Animation and Level Design**
- **Build Engineering, DevOps and Cloud Engineering**

Initially courted for creating a six-month prototype, Puny Human was the first developer to work on this sequel to the 1980s party-based RPGs. Our engineers were responsible for the bulk of the programming, optimization and the Xbox One port. In addition, we created beautiful art assets and animations, marketing art, and a reliable build pipeline.

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Galacide

Puny Human, 2015

- **Gameplay and Systems Programming**
- **Game and Render Performance Optimization**
- **Hardware Porting to Xbox One, Switch, and PS4**
- **3D Modeling, Animation and Level Design**
- **Build Engineering, DevOps and Cloud Engineering**

Built from the ground up by Puny Human, Galacide is a vibrant and colorful shoot'em up game, that's fun for any age. It combines fast-paced mechanics from classic shooters with the quick-thinking tactics of match-4 puzzlers. Built in the early days of Unreal Engine 4, Galacide was first available for PC, and recently made its way to Xbox One, Switch and PS4.

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Blade Symphony

Puny Human, 2014

• **Gameplay and Systems Programming**

• **Game and Render Performance Optimization**

• **Hardware Porting to macOS and Linux**

• **3D Modeling, Animation and Level Design**

• **Build Engineering, DevOps and Cloud Engineering**

Crowdfunded by a passionate community, Blade Symphony is considered Puny Human's first full game. Originally a game modification, it became an exciting multiplayer third-person tactical sword-fighter. Blady Symphony boasts extensive, strategy-driven gameplay, abundant player customization, and breathtaking visuals.

Other Projects

Click here to see all of our past work

Hyper Light Breaker
Heart Machine, 2021

TouchDesigner
Derivative, Inc., 2021

Frostpoint VR
inXile Entertainment, 2021

Manus Core
MANUS, 2021

Mytaverse
Mytaverse, Inc, 2020

NatureXR
Doctrine Creative, 2019

Xbox Game Pass Online Subsystem
inXile Entertainment, 2019

Full Metal Overdrive
Deadlift Studios, 2020

Warfare 1944
Drakeling Labs, 2019

Operation: Harsh Doorstop
Drakeling Labs, 2020

The Mage's Tale
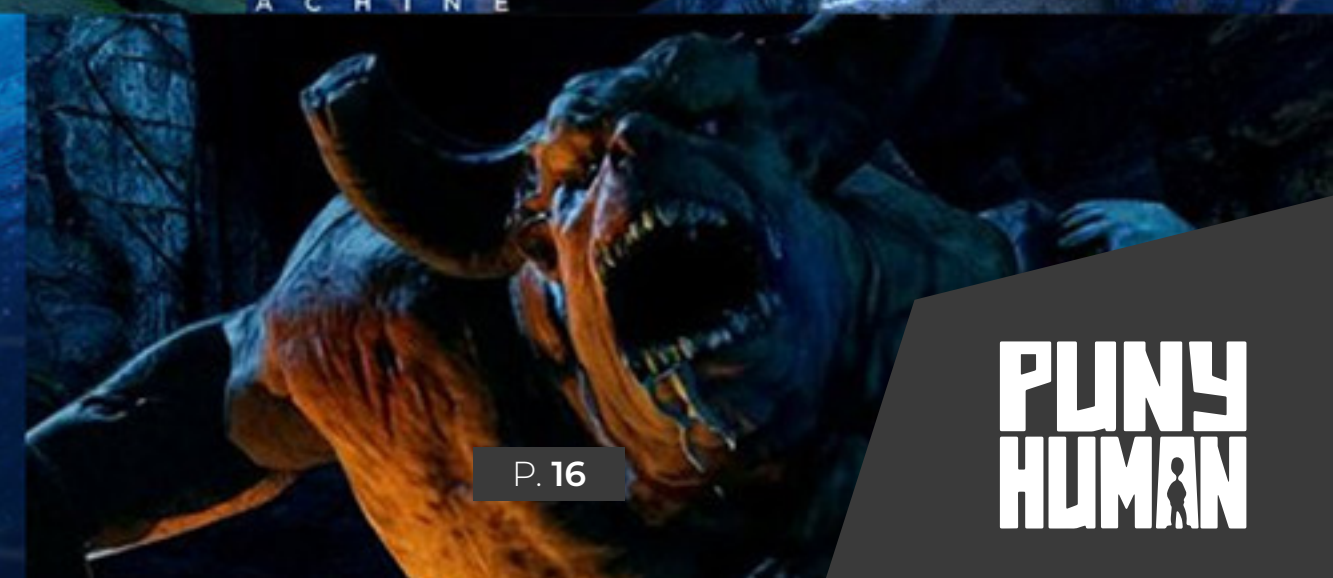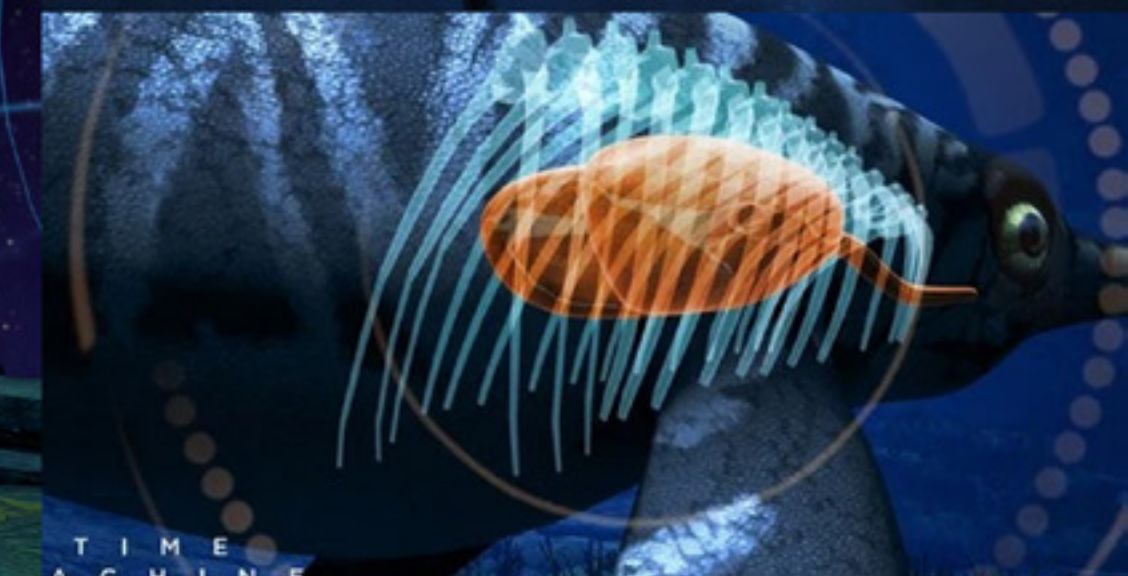inXile Entertainment, 2018

Spacewar
Valve Software, 2019

Time Machine VR
Meta4 Interactive, 2015

Dystopia
Puny Human, 2007

People & Culture

Since our start as game modders, we've worked diligently to make our partners ideas a reality. Our contributions come with an unparalleled level of care, communication and focus toward the end goal.

Ours is a high standard because we're incredibly passionate and love what we do. Pushing features to their limit, ensuring high performance, and tinkering with systems and platforms fulfills our desire to experiment and grow.

We believe in consensus where possible, and authority *when necessary*, forming a culture wide ad-hocracy. We focus on learning, authenticity and initiative, while having fun. These are traits that we seek and have elevated in our team over **15 years**.

To us, we build great people and fun, fantastic games are the byproduct.

Testimonials

"They integrated seamlessly with the team at Striking Distance enabling almost instant tasking on the project. If you need a team to hit the ground running in Unreal, then I highly recommend giving them a call"

- Mark James, CTO, Striking Distance Studios

"Puny Human is a professional and positive team of developers that can always be counted on to deliver their work on time and to the highest of quality."

- Edward Toomey, Senior Technical Producer, Striking Distance Studios

"Puny Human was instrumental in getting Trover Saves the Universe out on-time for PC, Xbox, and Switch. We were glad to have them on the team!"

- Tanya Watson, COO and President, Bad Robot Games

"Puny Human has been an excellent resource for our teams, providing experienced engineers at all levels for our projects when we needed them the most."

- Sid Brown, Lead Engineer, inXile Entertainment

"Puny Human helped deliver our ports earlier than the original timeframe, and production was very responsive and receptive!"

- Aimee Achili, Senior Producer, Squanch Games

"When critical deliverables were coming up, they were quick and happy to adapt to an accelerated build requirement schedule."

- Todd Moulder, Lead Engineer, inXile Entertainment

"We have been collaborating with Puny Human for the last couple of years on a number of projects and the experience has been fantastic!"

- Enrique Fuentes, owner, Teravision Games

"Puny Human is our special forces. When we need something done right, quickly, and professionally... Puny Human is the studio we turn to.

- Connor Hill, Owner, Drakeling Labs

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IT and Security

Puny Human's IT infrastructure employs industry-standard stateful firewalls that are capable of terminating IPSEC and Wireguard site to site and mesh VPN tunnels to your end networks. Services hosted by Puny Human to support their employees are gated behind centralized authentication controls, and require VPN access to protect sensitive infrastructure. Client Access VPN connectivity is configured on an as-needed basis and leverages modern cryptography standards to keep traffic safe and secure.

Currently, Puny Human does not leverage any proxies to gate access to systems but has IT infrastructure capability to support running services like a Perforce Helix Core Proxy to facilitate rapid development.

A puny closing word

Over the years, Puny Human has been fortunate to work with numerous partners on a multitude of great projects. We're incredibly proud of our work, and have built lasting camaraderie with those we endeavor alongside.

When you take the step to have Puny Human accelerate your projects, know that you're not only getting a quality outcome and a polished product, know that it's due to the individual talent in our team. Whether late at night, or nearing the holidays, everyone at Puny Human will take care to ensure your game is refined, memorable and fun!
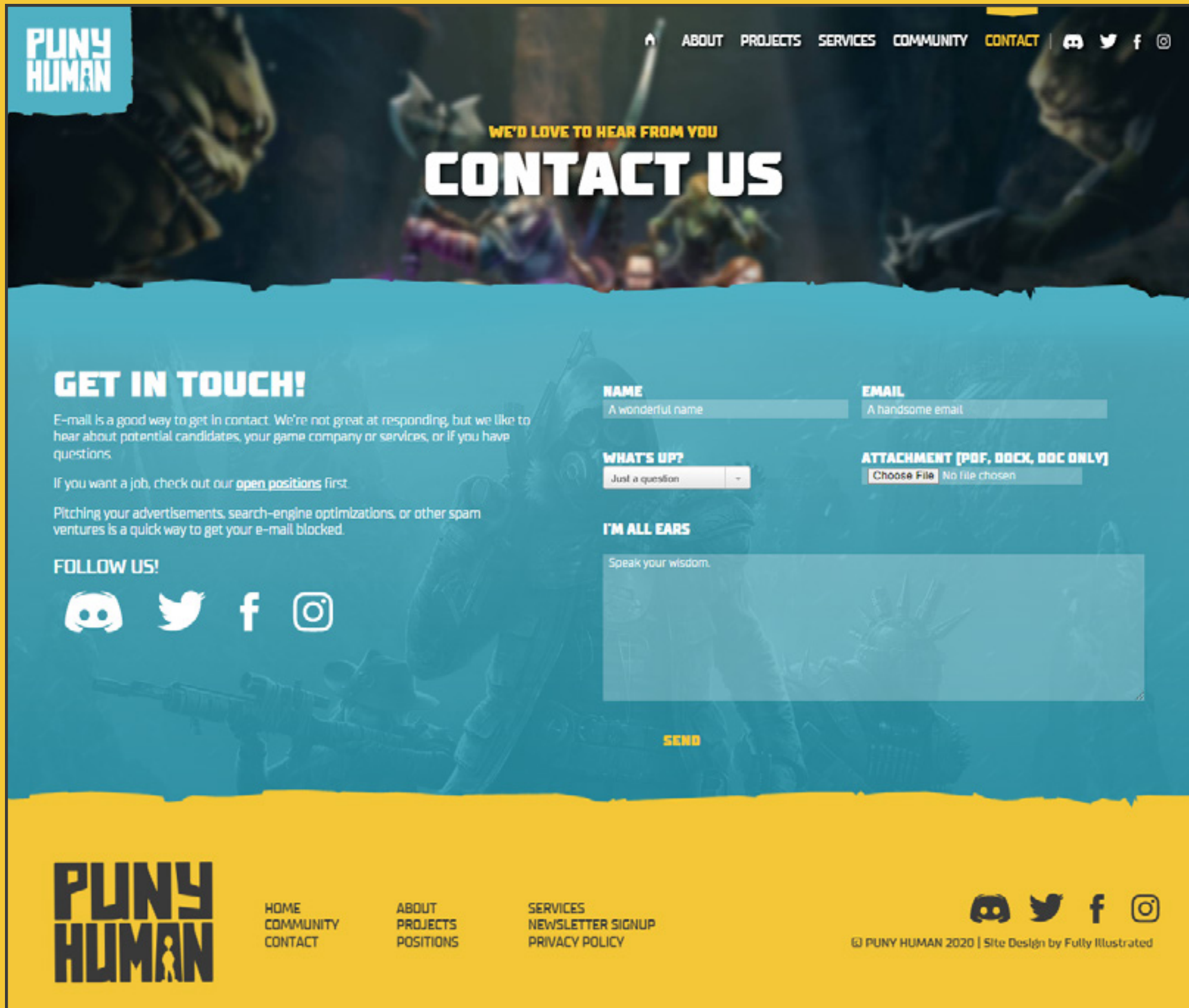
Please do let us know if you are interested in advancing your team or project, we would love to help.

Mike Sanders
Studio Director, Puny Human

Interested?
Reach out to us!

services@punyhuman.com

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