

Nick Junius
Game Designer. Programmer. Playwright.

ntjunius@gmail.com

<https://www.linkedin.com/in/nickjunius>

415-786-3853 (cell)

www.nickjunius.com

Projects

***Tracks in Snow*, Project Lead, Programmer, Designer, Writer, Producer (Sept. 2018-present)**

Interactive drama visual novel using Puppitor as its core interaction loop using Python and Ren'Py

- Manage the production schedule and coordinate between team members
- Integrate art assets, sound, and text with the code base
- Design and implement the gameplay loop, add new features, test builds of the game
- Outline plot events, draft scenes, keep other team members apprised of narrative decisions

***Puppitor*, Programmer, System Designer (Sept. 2018-present)**

Technical system based on a variety of theater acting & directing practices using Python and Ren'Py

- Designed core interaction model, interpretive system, and underlying technical structure
- Implemented core modules for detecting input, translating input, and creating authorable rules

***Inure*, Project Lead, UI Designer/Programmer, Gameplay Designer, Writer (Sept. 2015-June 2016)**

3D Bullet Hell developed by a team of seven using Unity and C#

- Designed core gameplay, systems, and overall aesthetic
- Programmed shield and bomb charging systems
- Designed and built the HUD and menu systems, assets, and layouts
- Drafted the script and helped direct voice actors
- Maintained design documents and task scheduling

***Sole Desertion*, Programmer, Level Designer, Assistant Artist (Jan.-Mar. 2014)**

2D Top-down melee and shooter developed by a team of three in ImpactJS

- Designed weapons, enemies, and the game map
- Coded enemy behavior and weapons
- Created the enemy sprites

***MADASS- GORILLA Warfare*, Level Designer, Gameplay Programmer, Writer (Mar.-June 2013)**

2D Sidescrolling shooter created by a team of three in GameMaker

- Designed and implemented all levels and the second boss
- Designed and programmed weapons, pickup system, pilot-able 'mech
- Wrote codec call scripts

***Halo Multiplayer Maps*, Level Designer (2007-2012)**

Nine first person shooter multiplayer maps built using *Halo 3/Reach's* Forge editor

Playwright (Sept. 2014-present)

Two plays, *mindGame* and *Harm's Way*

- Produced by Barnstorm as part of UCSC's Chautauqua Festival 2015 and 2016 respectively

YouTube Channel (Aug. 2014-present)

Focus on close readings of games' relationship between systems and narrative

ScholarsPlay (Oct. 2017-present)

Weekly Twitch stream doing live academic critique of various games

Work Experience

University of California, Santa Cruz, Graduate Student Instructor (June-July 2020)

ARTG 140 Interactive Writing

- Designed the course including the syllabus and assignments
- Graded students' work and gave verbal and written feedback on assignments
- Ran bi-weekly writing workshops
- Led critique of videogames in class

University of California, Santa Cruz, Teaching Assistant (Sept. 2017-Present)

CMPE 12/L Assembly Language, CMPS 12B/M Data Structures, CMPM 120 Game Design Experience, CMPM 146 Game AI, ARTG 80H History of Digital Games, ARTG 80I Foundations of Play, ARTG 120 Game Design Experience

- Graded students' work
- Introduced programming assignments and helped with coursework
- Led review sessions for exams
- Moderated class Q&A forums
- Gave guest lectures on topics related to current research

University of California, Santa Cruz, Lead Writer/Editor (Oct. 2017-Mar. 2018)

Responsible Conduct of Research Game using Twine

- Edited initial drafts of undergraduate writing
- Ran writing workshops for the undergraduate writers

University of California, Santa Cruz, Lab Tutor (Oct. 2014-June 2016)

CMPE 12/L Computer Systems and Assembly Language and CMPM 120 Game Programming

- Guided students through lab work and course material

Tree Frog Treks Animal Care Trainer, Counselor (2006-2015)

Conferences and Publications

FDG 2019

"Towards Expressive Input for Character Dialogue in Digital Games"

- **Nick Junius**, Michael Mateas, Noah Wardrip Fruin

DiGRA 2019

"Exploring How Changes in Game Systems Generate Meaning"

- Batu Aytemiz, **Nick Junius**, Nathan Altice

Procedural Generation Workshop 2019

"Cozy Mystery Construction Kit: Prototyping Toward an AI-Assisted Collaborative Storytelling Mystery Game"

- Max Kreminski, Devi Acharya, **Nick Junius**, Elisabeth Oliver, Kate Kompton, Melanie Dickinson, Cyril Focht, Stacey Mason, Stella Mazeika, Noah Wardrip Fruin

ASTR 2018

Panelist for the Video Games and Theater Studies Working Session

"Brigador: Bringing a Dramaturgical Lens to Games"

- Nick Junius

Publication Reveiws

Experimental AI in Games Workshop 2020

International Conference on Interactive Digital Storytelling Demos 2020

Procedural Generation Workshop 2020

Experimental AI in Games Workshop 2019

Education

MFA Digital Arts and New Media

University of California, Santa Cruz, June 2021 (expected)

MS Computational Media

University of California, Santa Cruz, September 2019

BS Computer Science: Computer Game Design

University of California, Santa Cruz, June 2016, honors in major, cum laude