Nic Junius

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WORK EXPERIENCE

Graduate Student Researcher (September 2017 - present)

University of California, Santa Cruz
Roles:
- Expressive AI designer for crowd simulation
- Lead writer of graduate student training game
- Publish research papers about AI systems and narrative design
- Teaching Assistant for Game AI
- Teaching Assistant for Game Design Studio classes
- Instructor for Interactive Writing

PROJECTS

Puppitor (September 2018 - present)

A game interface and simulation library based on theatrical acting practices with Python and C# versions.
Roles: Programmer, System Designer

Tracks in Snow (September 2018 - present)

An interactive drama visual novel giving human and AI players systemic control of characters' physical acting and created using Python and Ren'Py.
Roles: Project Lead, Programmer, Designer, Writer, Producer

Inure (September 2015 - June 2016)

A 3D bullet hell game built in Unity and C#.
Roles: Project Lead, UI Designer/Programmer, Gameplay Designer/Programmer, Writer

Halo Forge Maps (2007 - 2012)

First person shooter multiplayer maps built using *Halo 3* and *Halo: Reach*'s Forge tools.
Roles: Level Designer

EDUCATION

PhD Computational Media | University of California, Santa Cruz (2021 - present)
MFA Digital Arts and New Media | University of California, Santa Cruz (2019 - 2021)
MS Computational Media | University of California, Santa Cruz (2017 - 2019)
BS Computer Science: Game Design | University of California, Santa Cruz (2012 - 2016)