

# Nick Junius

njunius@ucsc.edu

nickjunius.com

## EDUCATION

### MFA Digital Arts and New Media

2019 - present

University of California, Santa Cruz

Advisor: Elizabeth Swensen

### MS Computational Media

2017 - 2019

University of California, Santa Cruz

Thesis: Puppitor: Building an Acting Interface for Videogames

Advisor: Noah Wardrip-Fruin

### BS Computer Science: Computer Game Design

2012 - 2016

University of California, Santa Cruz

## CONFERENCES AND WORKSHOPS

*Getting Academical: A Choice-Based Interactive Storytelling Game for Teaching Responsible Conduct of Research.* Edward F. Melcer, Katelyn M. Grasse, James Ryan, Nick Junius, Max Kreminski, Dietrich Squinkifer, Brent Hill, Noah Wardrip-Fruin. Foundations of Digital Games (FDG) 2020.

*Teaching Responsible Conduct of Research Through an Interactive Storytelling Game.* Edward F. Melcer, James Ryan, Nick Junius, Max Kreminski, Dietrich Squinkifer, Brent Hill, Noah Wardrip-Fruin. CHI Late Breaking Work 2020.

*Towards Expressive Input for Character Dialogue in Digital Games.* Nick Junius, Michael Mateas, Noah Wardrip Fruin. Foundations of Digital Games (FDG) 2019.

*Exploring How Changes in Game Systems Generate Meaning.* Batu Aytemiz, Nick Junius, Nathan Altice. Digital Games Research Association (DiGRA) 2019.

*Cozy Mystery Construction Kit: Prototyping Toward an AI-Assisted Collaborative Storytelling Mystery Game.* Max Kreminski, Devi Acharya, Nick Junius, Elisabeth Oliver, Kate Compton, Melanie Dickinson, Cyril Focht, Stacey Mason, Stella Mazeika, Noah Wardrip-Fruin. FDG Workshop on Procedural Content Generation (PCG Workshop) 2019.

*Brigador: Bringing a Dramaturgical Lens to Games.* Nick Junius. American Society for Theater Research (ASTR) 2018.

## PROJECTS

### *Tracks in Snow*

An interactive drama visual novel using Puppitor as its core interaction loop and created using Python and Ren'Py.

Roles: Project Lead, Programmer, Designer, Writer, Producer

Development Period: September 2018 - present

### *Puppitor*

An interface and simulation library based on a variety of acting and directing practices coded in Python.

Roles: Programmer, System Designer

Development Period: September 2018 - present

### *ScholarsPlay*

Live streams where the hosts do live academic critique of games.

Roles: Host

Work Period: October 2017 - present

### *Academical*

A twine project designed to teach new graduate students about conducting research.

Roles: Lead Writer, Editor

Development Period: October 2017 - September 2020

### *Inure*

A 3D bullet hell game built in Unity and C#.

Roles: Project Lead, UI Designer/Programmer, Gameplay Designer/Programmer, Writer

Development Period: September 2015 - June 2016

### *"Harm's Way"*

A stage play about four soldiers trapped in a building, produced in UCSC's 2016 Chautauqua Festival.

Roles: Playwright

Work Period: September 2015 - June 2016

### *"mindGame"*

A stage play about three people's strange and interconnected relationships to

each other, produced in UCSC's 2015 Chautauqua Festival.

**Roles:** Playwright

**Work Period:** September 2014 - June 2015

## YouTube Channel

Video essays focused on narrative and system design.

**Roles:** Writer, Editor, Voice Over

**Work Period:** August 2014 - present

## *S.O.L.E. Desertion*

A top-down 2D action game focusing on melee and shooting combat built using ImpactJS.

**Roles:** Programmer, Level Designer, Artist

**Development Period:** January 2014 - March 2014

## *M.A.D.A.S.S. G.O.R.R.I.L.L.A Warfare*

A sidescrolling 2D shoot 'em up built using Gamemaker.

**Roles:** Level Designer, Gameplay Programmer, Writer, Artist

**Development Period:** March 2013 - June 2013

## *Halo Forge Maps*

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

**Roles:** Level Designer

**Work Period:** 2007 - 2012

## WORK EXPERIENCE

### Lead Writer and Editor University of California, Santa Cruz

Academical

2017 - 2020

### Graduate Student Instructor University of California, Santa Cruz

ARTG 140 Interactive Writing

Summer 2020

### Teaching Assistant University of California, Santa Cruz

ARTG 170 Game Design Studio I

Fall 2020

ARTG 120 Game Design Experience

Spring 2020

ARTG 80H Critical History of Digital Games

Winter 2020

ARTG 80H Critical History of Digital Games

Fall 2019

ARTG 80I Foundations of Play

Spring 2019

ARTG 80H History of Digital Games

Winter 2019

CMPM 146 Game AI	Fall 2018
CMPM 120 Game Design Experience	Summer 2018
CMPM 12B/M Data Structures	Spring 2018
CMPE 12/L Assembly Language	Fall 2017
<b>Lab Tutor University of California, Santa Cruz</b>	
CMPM 120 Game Programming	Winter 2016
CMPE 12/L Assembly Language	Winter 2016
CMPE 12/L Assembly Language	Fall 2015
CMPE 12/L Assembly Language	Spring 2015
CMPE 12/L Assembly Language	Winter 2015
CMPE 12/L Assembly Language	Fall 2014
<b>Tree Frog Treks</b>	
Animal Care Trainer	2014 - 2015
Lead Counselor	2012 - 2015
Assistant Counselor	2010 - 2011
Lead Animal Care Teacher	2009 - 2010
Assistant Animal Care Teacher	2007 - 2009
Animal Care Intern	2006 - 2007

## PUBLICATION REVIEWS

Experimental AI in Games Workshop 2020  
International Conference on Interactive Digital Storytelling Demos 2020  
Procedural Content Generation Workshop 2020  
Experimental AI in Games Workshop 2019