

Nick Junius

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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

Unto the Night

Cosmic horror and military science-fiction Twine project.

Roles: Writer, Programmer, Designer

Development Period: March 2020 - September 2020

A Gift that Cannot be Given: a Twitter Poem

A one week project where you make a gift for someone that you cannot give to them.

Roles: Writer, Map Maker, Photographer

Development Period: February 2020

Fear thy Nature (original version)

Military science-fiction Twine project sharing a cast with Unto the Night.

Roles: Writer, Programmer, Designer

Development Period: February 2020

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

Breach (original version)

Cosmic horror and military science-fiction Twine project.

Roles: Writer, Programmer, Designer

Work Period: April 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

Lab Tutor University of California, Santa Cruz

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

Tree Frog Treks

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