Nic Junius

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WORK EXPERIENCE

Doctoral Researcher, University of California, Santa Cruz (September 2017 - present)
Roles:
- Expressive AI designer for crowd simulation
- Lead writer for graduate student training game
- Techincal writer for research papers on 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 character 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

***One Attempt for the Future* (December 2022 - January 2023)**
Yuri military science-fiction Twine project.
Roles: Writer, Programmer, Designer

***Unto the Night* (March 2020 - September 2020)**
Cosmic horror and military science-fiction Twine project.
Roles: Writer, Programmer, Designer

***Academical* (October 2017 - September 2020)**
A twine project designed to teach new graduate students about conducting research.
Roles: Lead Writer, Editor

***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

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)