

**Nick Junius**  
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## 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

## Conferences and Publications

### **FDG 2020**

“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

### **CHI Late Breaking Work 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

### **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

## Theses

“Puppitor: Building an Acting Interface for Videogames”

Master of Science Thesis 2019

## 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)**

ARTG 120 Game Design Experience (Spring 2020)

ARTG 80I Foundations of Play (Spring 2019)

ARTG 80H History of Digital Games (Winter 2019, Fall 2019, Winter 2020)

CMPM 146 Game AI (Fall 2018)

CMPM 120 Game Design Experience (Summer 2018)

CMPS 12B/M Data Structures (Spring 2018)

CMPE 12/L Assembly Language (Fall 2017)

**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)**

## **Publication Reviews**

**Experimental AI in Games Workshop 2020**

**International Conference on Interactive Digital Storytelling Demos 2020**

**Procedural Generation Workshop 2020**

**Experimental AI in Games Workshop 2019**