

# Nick Junius

njunius@ucsc.edu

[nickjunius.com](http://nickjunius.com)

## PROJECTS

### 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

### 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

### *Academical*

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

**Roles:** Lead Writer, Editor

**Development Period:** October 2017 - September 2020

### 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

### ScholarsPlay

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

**Roles:** Host

**Work Period:** October 2017 - present

## WORK EXPERIENCE

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

Academical (funded by the Graduate Division)      October 2017 - September 2020

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

ARTG 140 Interactive Writing      Summer 2020

### Teaching Assistant University of California, Santa Cruz

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

## 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](#)

### BS Computer Science: Computer Game Design

2012 - 2016

University of California, Santa Cruz