Nic Junius

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WORK EXPERIENCE

Expressive AI Engineer, University of California, Santa Cruz (January 2022 - present)

The Mimic social navigation simulator is a robot and crowd simulation tool built in Unity using C#.
Responsibilities:
- Develop simulated character behavior
- Implement feature requests for AI systems
- Build authoring pipelines and frameworks for character behavior and personalities
- Test, debug, and profile AI code

Doctoral Researcher, University of California, Santa Cruz (September 2017 - present)

Responsibilities:
- Sole instructor for and creator of the Writing for Interactive Narrative course
- Techincal writer for research papers on AI systems and narrative design
- Teaching Assistant for Game AI course
- Teaching Assistant for Game Design Studio classes

Lead Writer, University of California, Santa Cruz (October 2017 - September 2020)

Academical is a choice-based interactive fiction training game for graduate students built in Twine.
Responsibilities:
- Develop style guidelines for other writers
- Give direction and feedback to drafts
- Outline narrative structure for scenarios
- Edit for voice and consistency across scenarios

SELECTED PROJECTS

Puppitor (September 2018 - present)

A game interface and character simulation library based on theatrical acting practices. Python and C# versions available.
Responsibilities:
- Design and implement system architecture
- Develop new library features based needs of game and simulation projects
- Build debugging and testing tools to aid in authoring of system rules
- Maintain compatability and authorability of system rules across programming languages

Tracks in Snow (September 2018 - present)

An interactive drama visual novel giving human and AI players systemic control of characters' physical acting. Created using Python and Ren'Py.
Responsibilities:
- Design and implement gameplay and AI systems to enable theatrical acting for human and AI controlled characters
- Develop and write storylines and in game scenes to be performed by human and AI players
- Build and maintain pipelines for rapidly adding narrative content to the game
- Coordinate with collaborators to create art and audio assets to support the narrative design

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)