

# Nic Junius

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## WORK EXPERIENCE

### Graduate Student Researcher (September 2017 - present)

University of California, Santa Cruz

#### Roles:

- Expressive AI designer for crowd simulation
- Lead writer for graduate student training game
- Technical 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 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

### *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

### *Halo Forge Maps* (2007 - 2012)

First person shooter multiplayer maps built using *Halo 3* and *Halo: Reach's* Forge tools.

Roles: Level Designer

## 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)