

Nick Junius

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nickjunius.com

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](#)

Advisor: Noah Wardrip-Fruin

BS Computer Science: Computer Game Design

2012 - 2016

University of California, Santa Cruz

CONFERENCES AND WORKSHOPS

[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. Foundations of Digital Games (FDG) 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. CHI Late Breaking Work 2020.

[Towards Expressive Input for Character Dialogue in Digital Games](#). Nick Junius, Michael Mateas, Noah Wardrip Fruin. Foundations of Digital Games (FDG) 2019.

[Exploring How Changes in Game Systems Generate Meaning](#). Batu Aytemiz, Nick Junius, Nathan Altice. Digital Games Research Association (DiGRA) 2019.

[Cozy Mystery Construction Kit: Prototyping Toward an AI-Assisted Collaborative Storytelling Mystery Game](#). Max Kreminski, Devi Acharya, Nick Junius, Elisabeth Oliver, Kate Compton, Melanie Dickinson, Cyril Focht, Stacey Mason, Stella Mazeika, Noah Wardrip-Fruin. FDG Workshop on Procedural Content Generation (PCG Workshop) 2019.

[Brigador: Bringing a Dramaturgical Lens to Games](#). Nick Junius. American Society for Theater Research (ASTR) 2018.

PROJECTS

Tracks in Snow

An interactive drama visual novel using Puppitor as its core interaction loop and created using Python and Ren'Py.

Roles: Project Lead, Programmer, Designer, Writer, Producer

Development Period: September 2018 - present

[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

["Harm's Way"](#)

A stage play about four soldiers trapped in a building, produced in UCSC's 2016 Chautauqua Festival.

Roles: Playwright

Work Period: September 2015 - June 2016

"mindGame"

A stage play about three people's strange and interconnected relationships to each other, produced in UCSC's 2015 Chautauqua Festival.

Roles: Playwright

Work Period: September 2014 - June 2015

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

YouTube Channel

Video essays focused on narrative and system design.

Roles: Writer, Editor, Voice Over

Work Period: August 2014 - 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 170 Game Design Studio I Fall 2020

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

CMPPM 146 Game AI	Fall 2018
CMPPM 120 Game Design Experience	Summer 2018
CMPPM 12B/M Data Structures	Spring 2018
CMPE 12/L Assembly Language	Fall 2017
Lab Tutor University of California, Santa Cruz	
CMPPM 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

PUBLICATION REVIEWS

Experimental AI in Games Workshop 2020
International Conference on Interactive Digital Storytelling Demos 2020
Procedural Content Generation Workshop 2020
Experimental AI in Games Workshop 2019