

Nick Junius

ntjunius@gmail.com

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