

# 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

### *Unto the Night*

Cosmic horror and military science-fiction Twine project.

Roles: Writer, Programmer, Designer

Development Period: March 2020 - September 2020

### *A Gift that Cannot be Given: a Twitter Poem*

A one week project where you make a gift for someone that you cannot give to them.

Roles: Writer, Map Maker, Photographer

Development Period: February 2020

### *Fear thy Nature* (original version)

Military science-fiction Twine project sharing a cast with *Unto the Night*.

Roles: Writer, Programmer, Designer

Development Period: February 2020

### *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

### *ScholarsPlay*

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

Roles: Host

Work Period: October 2017 - present

### *Academical*

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

Roles: Lead Writer, Editor

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

### *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

### *Breach (original version)*

Cosmic horror and military science-fiction Twine project.

**Roles:** Writer, Programmer, Designer

**Work Period:** April 2015

### **YouTube Channel**

Video essays focused on narrative and system design.

**Roles:** Writer, Editor, Voice Over

**Work Period:** August 2014 - present

### *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.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

## WORK EXPERIENCE

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

Academical

2017 - 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

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

### Tree Frog Treks

Animal Care Trainer

2014 - 2015

Lead Counselor

2012 - 2015

Assistant Counselor

2010 - 2011

Lead Animal Care Teacher

2009 - 2010

Assistant Animal Care Teacher

2007 - 2009

Animal Care Intern

2006 - 2007

## 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