Nick Junius
Game Designer. Programmer. Playwright.

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Projects

Expressive Interface Dialogue System, Designer, Programmer, Writer (Sept. 2018-present)
Technical system based on a variety of theater acting, directing, and writing practices
- Designed core interaction model, interpretive system, and underlying technical structure
- Currently writing the storyline and dialogue for use with James Ryan's Expressionist

***Inure*, Project Lead, UI Designer/Programmer, Gameplay Designer, Writer (Sept. 2015-June 2016)**
3D Bullet Hell developed by a team of seven using Unity and C#
- Designed core gameplay, systems, and overall aesthetic
- Programmed shield and bomb charging systems
- Designed and built the HUD and menu systems, assets, and layouts
- Drafted the script and helped direct voice actors
- Maintained design documents and task scheduling

***2Sticks4Shooting*, Technical Director and UI Designer/Programmer (Jan.-Mar. 2015)**
2D Top-down shooter created by a team of six using Unity and C#
- Designed and implemented weapon and UI systems (including layouts and screen effects)
- Created object/class relationships and guidelines

***Sole Desertion*, Programmer, Level Designer, Assistant Artist (Jan.-Mar. 2014)**
2D Top-down melee and shooter developed by a team of three in ImpactJS
- Designed weapons, enemies, and the game map
- Coded enemy behavior and weapons
- Created the enemy sprites

***MADASS- GORILLA Warfare*, Level Designer, Gameplay Programmer, Writer (Mar.-June 2013)**
2D Sidescrolling shooter created by a team of three in GameMaker
- Designed and implemented all levels and the second boss
- Designed and programmed weapons, pickup system, pilot-able 'mech
- Wrote codec call scripts

Halo Multiplayer Maps, Level Designer (2007-2012)
Nine first person shooter multiplayer maps built using *Halo 3/Reach*'s Forge editor

Playwright (Sept. 2014-present)
Two plays, *mindGame* and *Harm's Way*
- Produced by Barnstorm as part of UCSC's Chautaqua Festival 2015 and 2016 respectively

YouTube Channel (Aug. 2014-present)
Focus on close readings of games' relationship between systems and narrative

ScholarsPlay (Oct. 2017-present)
Weekly Twitch stream doing live academic critique of various games

Work Experience

University of California, Santa Cruz, Teaching Assistant (Sept. 2017-Present)
CMPE 12/L Assembly Language, CMPS 12B/M Data Structures, CMPM 120 Game Design Experience, CMPM 146 Game AI, ARTG 80H History of Digital Games, ARTG 80I Foundations of Play
- Graded students' work
- Introduced programming assignments and helped with coursework
- Led review sessions for exams
- Moderated class Q&A forums
- Gave guest lectures on topics related to current research

University of California, Santa Cruz, Lead Writer/Editor (Oct. 2017-Mar. 2018)
Responsible Conduct of Research Game using Twine

- Edited initial drafts of undergraduate writing
- Ran writing workshops for the undergraduate writers

University of California, Santa Cruz, Lab Tutor (Oct. 2014-June 2016)
CMPE 12/L Computer Systems and Assembly Language and CMPM 120 Game Programming
- Guided students through lab work and course material

Tree Frog Treks Animal Care Trainer, Counselor (2006-2015)

Conferences and Publications

FDG 2019
First author of "Towards Expressive Input for Character Dialogue in Digital Games"

DiGRA 2019
Co-author of "Exploring How Changes in Game Systems Generate Meaning"

Procedural Generation Workshop 2019
Co-author of "Cozy Mystery Construction Kit: Prototyping Toward an AI-Assisted Collaborative Storytelling Mystery Game"

ASTR 2018
Panelist for the Video Games and Theater Studies Working Session

Education

MS Computational Media
University of California, Santa Cruz (Expected summer of 2019)

BS Computer Science: Computer Game Design
University of California, Santa Cruz, June 2016, honors in major, cum laude