

# Nic Junius

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## WORK EXPERIENCE

### **Expressive AI Engineer, University of California, Santa Cruz (January 2022 - present)**

The Mimic social navigation simulator is a robot and crowd simulation tool built in Unity using C#

#### **Responsibilities:**

- Develop simulated character behavior
- Implement feature requests for AI systems
- Build authoring pipelines and frameworks for character behavior and personalities
- Test, debug, and profile AI code

### **Doctoral Researcher, University of California, Santa Cruz (September 2017 - present)**

#### **Responsibilities:**

- Sole instructor for and creator of the Writing for Interactive Narrative course
- Technical writer for research papers on AI systems and narrative design
- Teaching Assistant for Game AI course
- Teaching Assistant for Game Design Studio classes

### **Lead Writer, University of California, Santa Cruz (October 2017 - September 2020)**

Academical is a choice-based interactive fiction training game for graduate students built in Twine

#### **Responsibilities:**

- Develop style guidelines for other writers
- Give direction and feedback to drafts
- Outline narrative structure for scenarios
- Edit for voice and consistency across scenarios

## SELECTED PROJECTS

### **Puppitor (September 2018 - present)**

A game interface and character simulation library based on theatrical acting practices. Python and C# versions available

#### **Responsibilities:**

- Design and implement system architecture
- Develop new library features based needs of game and simulation projects
- Build debugging and testing tools to aid in authoring of system rules
- Maintain compatibility and authorability of system rules across programming languages

### ***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.

#### **Responsibilities:**

- Design and implement gameplay and AI systems to enable theatrical acting for human and AI controlled characters
- Develop and write storylines and in game scenes to be acted out by human and AI players
- Build and maintain pipelines for rapidly adding narrative content to the game
- Coordinate with collaborators to create art and audio assets to support the narrative design

## 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)