

Milan Koerner-Safrata

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Artist, Game Dev

Tools —

Code Unity, C#, Java, Python, Javascript, Git, HTML/CSS
Visual Maya, Photoshop, Illustrator, Premiere, After Effects

Work —

2017 The Glimpse Group
Creative direction for mobile AR app

2015-2016 National Film Board Interactive Studio
Art, code, and design for a documentary on Oculus

2014 Recon Instruments
UI, UX, and identity for nutrition app on Recon wearables

Projects —

Fall 2017 Art and Puzzle Design, **Puzzlegami**
Origami puzzle game created on a team of four

Spring 2017 Art and Level Generation, **Circle 0**
Dada inspired game created on a team of six

Spring 2016 Artist Residence, **Digital Narratives**
3 week game created at Banff Centre, focused on language

2014 Art, UI, UX, Level Design, **Monochrome**
2D puzzle game with proprietary engine, 20+ levels and editor

2013 Art and Design Lead, **Innawoods**
Narrative exploration game with focus on art and atmosphere

Education —

2016 — 2018 **New York University**
Master of Fine Arts, Game Design

2013 – 2015 **Brown University**
Bachelor of Arts, Digital Language Arts

2011 – 2012 **Rhode Island School of Design**
Painting