

Milan Koerner-Safrata

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Game Dev, Artist, Programmer

Tools —

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

Work —

2017-2018 NYU Game Center
Teaching assistant, Intermediate Game Dev and Procedural Generation Games

2015-2016 National Film Board Interactive Studio
Coding, visdev, and design for a game-like documentary on Oculus

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

Projects —

2017-2018 Art, Code, Design, **Hearth**
Survival game developed as MFA thesis, three person team, 4500+ downloads

Fall 2017 Art and Puzzle Design, **Puzzlegami**
Origami puzzle design and visdev, four person team

Spring 2017 Level Generation and Art, **Circle 0**
Coding and visuals for procedurally generated levels, six person team

Spring 2016 Digital Narrative Art Residency, **MAPS**
Game prototype *MAPS* created at Banff Centre. Development ongoing

2014 Art, UI, Level Design, **Monochrome**
2D puzzle game in Java, custom level editor, three person team

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