**Milan Koerner-Safrata**   (b. 1993 Vancouver, Canada)
milan@scrnprnt.ca | scrnprnt.ca

## Work Experience

2021–          **SCRNPRNT**,  Independent Game Development

- ➔ Currently developing Stellations
- ➔ Self published *Bota, Age Of,* and *Dustnet*
- ➔ Client work, *Dapper Labs, Drier Down Here, Sam Tudor*

2023-2024     **Under the GUI**: Instructor
- ➔ Taught classes in person and online for students between 10-16
  - ● Game development in C#, Java, and Python
  - ● Web development in HTML/CSS/Javascript

2019-2021     **Tender Claws,** Freelance Game Programmer

- ➔ Level Design, Programming, and Art for *The Under Presents*
- ➔ Programming, Game Design, Level Design *Virtual Virtual Reality*

2016-2018     **New York University Tisch School of the Arts**, Adjunct Instructor

- ➔ Game Studio 1, Masters level
- ➔ Undergraduate Capstone
- ➔ Procedural Generation

2015-2016     **National Film Board Interactive Studio,** Game Programming, Art

- ➔ Concept art, design, and prototyping for VR Documentary

## Education

| | |
|---|---|
| 2018 | MFA, Game Design, New York University Tisch School of the Arts |
| 2015 | BA, Digital Language Arts, Brown University |
| 2011-2012 | Painting and Foundation Studies, Rhode Island School of Design |

## Residencies/Organisations

| | |
|---|---|
| 2025 | DigiBC Creative Technology Association |
| 2024 | Z-Space Arts & Technology Society, Vancouver BC |
| 2020 | Shoestring Press, Member, Brooklyn NY |
| 2020 | NEW INC Year 6, Interactive Experiences, Brooklyn, NY |
| 2016 | Banff Centre for the Arts, Digital Narratives, Banff, Alberta |