

NEILSON KOERNER-SAFRATA

Interactive media designer @ www.neilsonks.com

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San Francisco, CA

Designer and programmer with 8+ years of experience building emerging technology products. Effective leader in cross-functional teams, practical hands-on approach, and strong visual 2D & 3D background.

EXPERIENCE

Frontend Engineer

June 2023—Present

engine.study, Vancouver

- ↳ Developed open-source C#/Solidity library with Unity for onchain MUD framework, created documentation.
- ↳ Built 3D multiplayer blockchain puzzle game with MUD, presented at Devconnect Istanbul & EthCC Paris

Senior Unity Developer

October 2016—June 2023

Tender Claws, Los Angeles

- ↳ Led development team of artists, engineers, and writers on upcoming game *Stranger Things: VR*.
- ↳ Generalist developer of 100+ game sequences from tutorials, narrative sequences, to boss battles on award winning games *Virtual Virtual Reality*, and *Tendar*. Involved in all project aspects from prototype to release.
- ↳ Worked in tandem with studio directors and major stakeholders (Meta, Google, Apple, Netflix).
- ↳ Exhibited at Sundance Film Festival, Tribeca Games Festival, Games for Change, VR Awards, and more.

Unity Developer

July 2018—July 2021

SCRNPRNT, Vancouver

- ↳ Directed and released 2+ video games with Unity engine, published on Steam, WebGL, iOS, and Android.
- ↳ Built multiplayer video game systems with Photon networking, ensured performance across platforms.
- ↳ Designed interactive UX for an experience that supported VR, AR, and PC platforms simultaneously.
- ↳ Projects featured on Steam storefront, art festivals, and press - VICE, Kotaku, Killscreen, and PCGame

PROJECTS

AI Apps & Prototypes

April 2023—Present

- ↳ Novel UX interactions for editing documents with LLMs, front page of [/r/LocalLLaMA](https://www.reddit.com/r/LocalLLaMA).
- ↳ Prototyped open-source mod of Age of Empires II with Stable Diffusion, front page of [Hacker News](https://www.hackernews.com).
- ↳ Developed full-stack app with React, Node.js, Stripe, and OpenAI

EDUCATION

B.A. Interactive Media Design

August 2011—May 2015

University of Southern California, Los Angeles

- ↳ Studied at School of Cinematic Arts with additional coursework in film and design, founded USC Game Space.

SKILLS

Design

Interaction design on 8+ shipped products on PC, XR, web, and mobile

Code

C#, React, Typescript, Javascript, Node.js, Tailwind, Git

2D & 3D

Blender, Photoshop, Figma, game art pipelines, asset performance profiling

Interests

Philosophy of technology, sports, arts, sailing, and the Canadian wilderness