

# Neilson Koerner-Safrata

Interactive media designer and artist

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## Experience

2018-Present

### **SCRNPRNT** - *Co-Founder*

**DUSTNET** - [www.scrnprnt.ca/DUSTNET](http://www.scrnprnt.ca/DUSTNET)

- Cross-platform multiplayer XR videogame - **2018 CreativeBC Interactive Fund**
- An interactive media design studio synthesizing analog and digital art

2016-2018

### **Tender Claws** - *Designer, Programmer, and Artist*

**Tendar** - [www.tenderclaws.com/tendar](http://www.tenderclaws.com/tendar)

- Lead designer on mobile AR game, **2019 Games for Change Most Innovative**
- Created tamagotchi-like AI that uses object and facial recognition tech
- Developed in partnership with Google for ARCore platform

**Virtual Virtual Reality** - [www.tenderclaws.com/vvr](http://www.tenderclaws.com/vvr)

- A narrative VR project, **2017 Google Play Best VR Experience**
- Designed and coded core gameplay systems alongside creative directors
- Created mobile VR art style and all in-game 3D models/animations

2016

### **Buffalo Vision** - *Designer, Programmer, and Artist*

**Irrational Exuberance** - [www.buffalovisiongames.com/irrex](http://www.buffalovisiongames.com/irrex)

- Created prototypes for early Vive VR project, **2016 Sundance New Frontiers**
- Design, art, and code on over +10 different prototype scenes
- Emphasis on procedural and emergent systems/narrative within room scale VR

2014-2015

### **Messhof** - *Lead Level Designer*

**Flywrench** - [www.flywrench.com](http://www.flywrench.com)

- Designed +200 game stages and experience for unique 2D platformer
- Heavily iterated and playtested to create the entirety of story mode levels

## Education

2011-2015

### **University of Southern California** - *Interactive Media Design*

- Received BA from the USC School of Cinematic Arts in Los Angeles

## Skills

### **Proficient In**

- **Unity, Unreal** ~ Designing interactive media for PC, mobile, and XR
- **C# Programming** ~ Code from initial prototype to final product
- **Maya, Blender** ~ 3D modeling, visualization, art direction
- **Photoshop, Illustrator, After Effects** ~ 2D graphic and video design
- **Interests** ~ Film, critical studies, experimental games, squash