

Milan Koerner-Safrata (b. 1993, Canada)  
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### **Work Experience**

2019-2021     Game Programmer, Tender Claws  
2017-2019     Adjunct Instructor, New York University Tisch School of the Arts  
2015-2016     Game Programming, Art, National Film Board Interactive Studio

### **Education**

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

### **Exhibitions**

2021     Garden of Earthly Delights, Now Play This, Somerset House, London, UK  
2019     Circle0, Independent Games Festival, San Francisco, CA  
2019     Puzzlegami, Year of the Pig, Babycastles, New York, NY  
2018     Hearth, Boston Festival of Indie Games, Boston MA

### **Awards**

2019     Nuovo Award nominee, Independent Games Festival, Circle0

### **Residencies/Organisations**

2020     NEW INC Year 6, Interactive Experiences, Brooklyn, NY  
2018     SCRNPRT, Vancouver, BC  
2016     Banff Centre for the Arts, Digital Narratives, Banff, Alberta