

Miller Klitsner

Website: millerklitsner.com
Email: mklitsner@gmail.com

Soon to be graduating from the UCLA Design and Media Arts program with experience across the fields of game design, graphic design, animation, installation, and event planning. Enjoys situations that require improvisation, facilitation, instructing and learning in small teams.

Skills

Prototyping, Event Planning, Game Design, Animation, Video Editing, Installation

Software

Unity, Processing, Photoshop, Illustrator, InDesign, After Effects, Arduino, Premiere, Maya, Blender, Cinema 4D, QGIS

Education

BA Design Media Arts
UCLA
Graduating June 2018

Recognition

Winner of 2017 Undergraduate Design and Media Arts Show for the work Bravo Drive

Counselor, Head Counselor UCLA Design Media Arts Summer Institute 2015, 2016

Looked after the well being of around 50 teenagers enrolled in a two week summer course at UCLA. Organized outings and facilitated other group activities to create a stimulating and relevant environment.

Editing and Production Intern Moving Art—UCLA 2017

Responsibilities included producing videos for their instagram, cleaning up stock footage meta data, assisting their editor, and eating all their avocados and bagels.

Game Design Intern KID – San Francisco 2013-2016

As a toy and game design office, many of the products I helped develop were physical with electronic elements. In my last summer there, I developed a card game about being a T Rex. In previous summers I have built physical prototypes in their shop as well as helped ideate new products.

Teaching Assistant UCLA Game Lab Summer Institute: Character Animation and Programming 2017

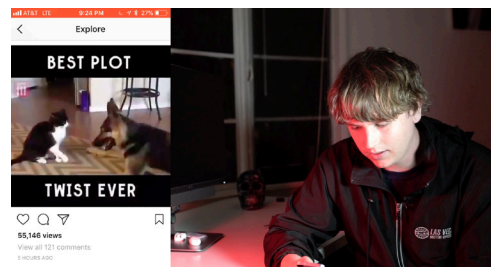
Assisted in creating and teaching both a course for high school students on designing and animating a character in Blender and a course programming a 2d arcade game.

Committee Member Student Committee for the Arts– UCLA 2016-2018

As part of a committee that plans and subsidizes arts related events for students, my roles include designing graphics, running and planning events, and working with a subcommittee to build a student artist database.

Stu's Stream

Stu's Stream is a video installation of a documentary about a satirical stream of videos that parody the nature of the algorithmically ordered video service that is youtube. I aimed to explore my own stream of consciousness in completely improvising the videos themselves. It is an attempt to create lucid video that reflects the continuous, eternally associative way that youtube (and many other streaming services) send the viewer to the next algorithmically connected content. I wanted to embody that nature in which content is presented by creating it in a similar, mindless state to which I consume it.





Terminus

In March of 2017 I did a survey of the Los Angeles Aqueduct Terminus focusing on the of the backroom deals made by its proponents that left the Owens valley farmers in the dust. As I developed a photo book about the project, I discovered that the land around the terminus belonged to an abandoned golf course. This lead me to meet the designer of the course, who I featured in the book, juxtaposing the intertwining of the golf course's and Aquaduct's surprisingly similar stories of financial corruption, water allocation, and housing displacement.



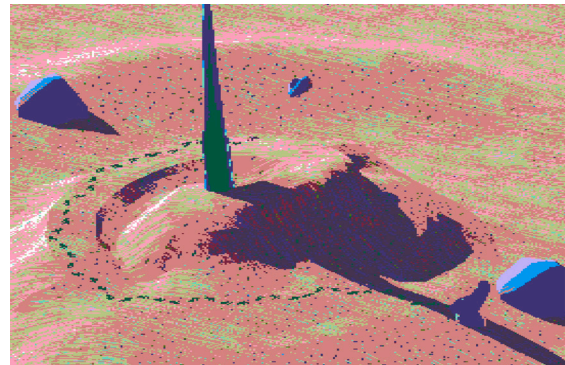
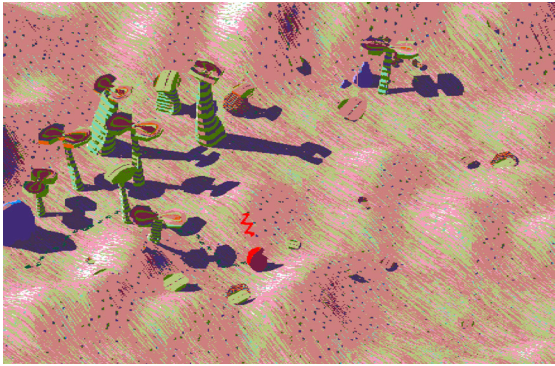
Ping Pong Live

In my last year on the Student Committee for the Arts, a student subsidiary to the Center for Art and Performance at UCLA, I organized an audiovisual ping pong match, enlisting several musically talented friends and a couple willing members of the UCLA Ping Pong Team. I then interviewed two of the major contributors to the project about the experience and produced a short documentary of questionable legitimacy.



Real Shadows Shine

Real Shadows Shine is a minimum involvement interactive experience I made in unity about growing, slowing, shade, and blindly moving onward. Only a large stone bestowed with great power connects our world to that of Real Shadows. It's little world is full of life just under the surface, ready to sing in unusual voices. The world is hot, and the stone is cool, and here is a little lumping in the sand that would meander east, if it were given a little shade by the turning of the great stone.



Moshambo

A new take on the classic game of roshambo, Moshambo is a fast-paced dueler that exchanges the original elements of chance for temporal tactics as players lunge, morph, and retreat until their hands inevitably clash. The game re-interprets the typical set of arcade fighter buttons, requiring players to make each hand shape that they want to play.

