

Samson Klitsner



Web Designer and Developer

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Professional Summary

I am a Designer who can code, and I am a developer with a critical eye. My experience working with tech startups and design agencies encompasses a range of roles that has exposed me to various workflows, tools, and skills suited for both consumer-facing products and investor-facing relationships. I graduated with a BA from the Design|Media Arts program at UCLA where I focused on interactive media in the form of software and sound installations.

Employment History

2020 - Present

VARIOUS LOCATIONS



Web / Design and Development, Freelance

Los Angeles-based freelance web and Shopify designer/developer focused on crafting compelling eCommerce solutions, web applications, and portfolio sites for a diverse range of clients. Work spans design, front-end engineering, and marketing integrations, with an emphasis on building intuitive, high-performance digital experiences.

Recent projects include custom theme development and store configuration on Shopify, along with ongoing collaborations across design and development teams.

2024 - Present

LOS ANGELES, CA



Game Designer & Developer, Bopit Battle

Designed and developed a large-scale, interactive rhythm game inspired by the legacy of Bop It, reimaged as a multiplayer installation for public spaces and events. Built in Unity, the system integrates custom hardware inputs (capacitive sensors and physical interfaces) with beat-synchronized gameplay, animation systems, and modular game logic. The project explores physical play, responsiveness, and social competition in immersive environments.

Summer 2024 & 2025

LOS ANGELES, CA



Course Instructor, UCLA

Designed and led an intensive one-week curriculum introducing web-based creative coding and portfolio development for students with diverse technical backgrounds. Guided students in building interactive, embeddable sketches using p5.js and publishing personal portfolio sites via Hotglue, balancing accessibility with technical rigor.

Taught eight sessions (in-person and remote), fostering experimentation, self-directed problem solving, and individual expression. Students consistently produced high-quality creative and technical work within a short timeframe.

Student work: <https://classes.dma.ucla.edu/si/24/gallery>

2020 - 2022

REMOTE



Lead Web Developer, Adam Plus Company, LLC

Collaborated with stakeholders, designers, and backend teams to develop digital experiences including company websites, campaign systems, custom email templates, and analytics integrations. Built internal business intelligence dashboards and reporting tools for executive leadership.

2017 - 2019

LOS ANGELES, CA



IX Designer / Developer, Oblong Industries Inc

Worked within R&D to design and prototype custom interactive systems for clients including IBM, McKinsey, and BMW. Developed spatial and multi-display interfaces using tools such as Arduino, JavaScript, Processing, and G-speak.

2015

BOSTON, MA

○ **Interactive Design Intern, Sosolimited**

Paid Summer Internship at interactive design studio doing frontend web development, research for media installations, and software prototyping. Tools used: • Git • HTML, CSS, Javascript(Express, JQuery) • Node, MongoDB • Processing • Adobe Suite

2013

SAN FRANCISCO, CA

○ **Product Design Intern, KID Group**

Paid experience working on prototypes and design research in Toy Design office. • Made physical mockups using plastics and foam-core, Vacuform, and various power-tools • Created audio for use with electronic prototypes and demos using VSTs, Audacity, and Ableton. • Designed assets for various projects using Adobe Suite

Education

2013 - 2016

Bachelor of Arts (BA), UCLA

Focus in Interactive Media

Skills

Teaching

Technical Presentations

Syllabus Development

High School Students

p5.js

UX Research

Wireframing

Web Development

Prototyping

User Experience (UX)

Webflow

JavaScript

Tableau

English

CSS

Illustrator

Ableton Live

Microsoft Word

3D Modeling

Arduino

Rapid Prototyping

Social Networking

Research

Web Design

Classroom Instruction

Class Instruction

Presentations

Web Application Design

Visual Design

User Experience Design (UED)

Front-End Development

User Interface Design

Adobe XD

Figma (Software)

Cascading Style Sheets (CSS)

Microsoft Office

HTML

Photoshop

After Effects

Microsoft Excel

PowerPoint

Motion Graphics

Graphic Design

Music Production

Public Speaking

Social Media