858-231-9448 www.hirsh.website phshirsh@gmail.com

Laura Hirsh

Designer based in Reno, NV

About

Graphic artist and programmer with a Bachelor's degree Computation Arts graduating with honors and with 6+ years of work experience in the field.

Skilled in Adobe Suite programs such as Photoshop, Illustrator, After Effects & more. Programmer in HTML, CSS, Javascript, XAML and C#. Adept in web application programs such Wordpress, Visual Studio, Figma, and more.

Education

GOOGLE UX DESIGN CERTIFICATE 2025-PRESENT
Professional Certificate Program

Enrolled in Google's UI/UX Design program to advance skill set in Figma.

CONCORDIA UNIVERSITY 2014-2019
Bachelor's Degree

Student at Concordia University for Bachelor's Degree in Computation Arts, graduated in Fall of 2019 with honors.

POWAY HIGH SCHOOL 2012-2014
Attended Poway High School for High School Diploma.

Awards

Accepted into Eastern Bloc's '*Data Salon*' Exhibition, given cash reward, funding, and residency in the Spring of 2019, work exhibited on site in 2019.

Artwork selected for annual festival '*Art Matters*' in Montreal, Canada. Interactive sensor based piece shown for 2 weeks in La Galerie Espace, a gallery space in downtown Montreal in March of 2018.

Experience

MAY 2024 - PRESENT
In Reno, NV

KWNK 97.7FM Community Radio
Member and Outreach Coordinator/Webmaster

In charge of membership, outreach and website management at a nonprofit radio station. Responsible for donor database management using Donorbox's CRM system, updating the station's WordPress website, graphic design, event planning and tabling for those events.

SEPT 2019 - JUL 2023
In Reno, NV

PHYSIOLOGIC INSTRUMENTS INC.
UI/UX Designer

Developed custom application using Visual Studio and Git using Microsoft .NET Framework 4.0 and Prism, programmed in XAML markup and C#. Roles included creation of program mockups, style sheets, user flow models, program graphics and program implementation.

FEB 2019 - MAY 2019
Montreal, QC

L I V Y N ECOSYSTEMS
Web and Graphic Designer

Responsible for web and graphic design, this included logo design, prototype mockups, game prototyping, coding for website mockups (HTML, CSS, Javascript), product design and participating in scheduled team meetings. Regularly worked with Adobe programs (Photoshop, Illustrator, After Effects) and within Dreamweaver for web prototyping.

MAY 2017 - JUNE 2017
Montreal, QC

TOPOLOGICAL MEDIA LAB
Summer Intern

Work with TML consisted of project assembly, participation in discussion, lab attendance, programming and handling documentation. Participated in the Solar Decathlon Project, specifically research and technical implementation in the Liquid Lamp project.

References provided on request