# Dylan Hirschkorn

Visual Basic Programmer at SoloGrid, Inc.

## Summary

3D/2D Artist with a strong interest in 3D environments.

Currently looking for employment.

Past work experiences:

Class project - Tin Man Take Down (PC) - 3D Environment Artist. (May 2014 -  November 2014)

Hunter Island - Card Game - 2D Charter Artist. (2015)

Mindlance/Apple - Apple Maps - 3D QA Touch Up Artist. (September 2015 to February 2016)

Urepp: C# and Swift Programmer. (January 2017 to June 2017)

Utility Telecom: Graphic Artist. (November 2017)

Volunteer Work:

Local and national Epilepsy Foundations. (2005 to 2011)

Specialties: 3D Environments, hard surface modeling, Comic book writing/drawing and 2D environment
 concept art.

## Experience

### Visual Basic Programmer

November 2017  -  Present

  Creating a windows form app so they can test the boards for their solar-power-supply units.

### Graphic Artist

November 2017  -  December 2017 (2 months)

  Worked on advertising slicks for their company.

### C# Programmer

January 2017  -  June 2017 (6 months)

  Programming apps for URepp.

### 3D QA Touch Up Artist at Mindlance

September 2015  -  February 2016 (6 months)

  Our team's client gave us models, that we were tasked to fix within the given deadline.

## Education

**The Art Institute of California-Sacramento**
Bachelor's Degree, Game Art and Design, 2012 - 2015
**Lodi Academy**
High School, 2009 - 2012

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Contact Dylan on LinkedIn