



EDUCATION

Johns Hopkins University, School of Medicine Baltimore, MD	2018-2020
Master of Arts in Medical & Biological Illustration	
California State University, Long Beach Long Beach, CA	2012-2015
Bachelor of Fine Arts in Illustration Biomedical Art Certificate	
Palomar College San Marcos, CA	2012, 2018
Associate of Arts in Illustration Associate of Liberal Arts & Sciences Associate of Science General Studies, Emphasis in Science & Mathematics	

PROFESSIONAL EXPERIENCE

Senior Medical Illustrator OssoVR, Remote	2022 - Current
Associate Medical Illustrator OssoVR, Remote	2020 - 22
<ul style="list-style-type: none"> - Responsible for managing a content team of 6-9 direct reports, ensuring project deadlines and quality is met by providing guidance on design, functionality, and project management. - Created high-fidelity VR training modules based on surgical techniques using Unity. 	
Illustrator Playful Learning Landscapes Action Network for Ultimate Block Party, Inc., Philadelphia, PA	2021
<ul style="list-style-type: none"> - Collaborated on creating and coloring illustrations for wall murals for Darlene Morris and Jane Addams Homeless Shelters. 	
Medical Illustrator Pediatric Anesthesia Department, Johns Hopkins University, Baltimore, MD	2020
<ul style="list-style-type: none"> - Created illustrations for playing cards for the board game and phone application Influx!: The Hospital Management Simulation Game. 	
Biological Illustrator National Aquarium, Baltimore MD	2019
<ul style="list-style-type: none"> - Digitally illustrated full-color guide to the Life Cycle of Shield Shrimp, <i>Triops longicaudatus</i> 	
Medical Illustrator Center for Functional Anatomy & Evolution, Johns Hopkins University, Baltimore, MD	2018
<ul style="list-style-type: none"> - Traditionally illustrated the pelvic ligaments in pen and ink for website and lectures. - Digitally illustrated the collateral circulation of the elbow for website and lectures. 	
Teaching Assistant Palomar College, San Marcos, CA	2017 - 18
<ul style="list-style-type: none"> - Taught traditional painting techniques in gouache, acrylic, and oil paints, digital painting. - Classroom management and provided support for Maya 3D modeling class. 	
Student Attendant, Supervisor, Public Relations & Graphic Designer CSULB University Art Museum, California State University, Long Beach, CA	2012 - 15
<ul style="list-style-type: none"> - Worked as Public Relations and Graphic Designer. Designed wall decals, posters, postcards, brochures for gallery shows, fundraisers, and public outreach. 	

AWARDS & HONORS

Award of Merit, Student Biological, AMI Salon 2019	Johns Hopkins SOM Scholarships 2018-2020
Award of Merit, Student Editorial, AMI Salon 2019	- Ranice W. Crosby Scholarship
Palomar Art Department Scholarship 2010-2012	- Bodian Art Scholarship, SOM Tuition Grant

PROFICIENCIES

Digital Media

3D Printing
3D Slicer
Adobe Suite CC
Artec 3D Scanner
Cinema 4D
ePMV
Maya
Osirix/Horos
Procreate
PyMol
ZBrush

Traditional Media

Acrylic paint
Gouache
Carbon dust
Colored Pencil
Graphite
Oil Paint
Pen & Ink
Photography
Watercolor

Science

Biology
Cell Biology
Chemistry
Genetics
Human Anatomy
Human Physiology
Immunology
Neuroanatomy

Soft Skills

Communication
Collaboration
Leadership
Organization
Problem solving
Time management

GALLERY SHOWS

Insights
Long Beach, CA
2014 & 2015

Promises from San Diego
San Francisco, CA
2014