

## EDUCATION

- 2019 – 2021 **Master of Arts in Medical and Biological Illustration**  
Johns Hopkins University School of Medicine, Baltimore, MD  
Thesis: *Mapping the Tumor Vasculome: A novel interactive 3D visualization of computationally derived tumor hemodynamics*
- 2012-2015 **Bachelor of Arts in Biological and Pre-Medical Illustration**  
Iowa State University, Ames, IA  
Minors: Biology, Mathematics  
Graduated *cum laude*

## WORK EXPERIENCE

- 2024-  
Current **Animation & Rigging Generalist - OssoVR**  
Remote
- Created rigs and animations of hard surface and anatomical subject matter for use in real-time rendering
  - Collaborated with Medical Illustrators to define goals of movements and animations; reviewed storyboards
- 2023-2024 **Medical Illustrator - OssoVR**  
2021-2023 **Associate Medical Illustrator - OssoVR**  
Remote
- Worked with external medical device project teams to translate novel surgical technologies into accurate and effective VR training modules for medical practitioners and sales representatives
  - Storyboarded simulation design from surgical technique guides to produce comprehensive production plan
  - Lead development and implementation of novel VR functionalities in the Unity platform
  - Met with clients biweekly to gather feedback, and communicated feedback to interdisciplinary production team to maintain project scope and deadlines
- 2016-2019 **Lead Designer, Content & Curriculum Team - BodyViz**  
Clive, IA; Chicago, IL
- Established & managed Content and Curriculum team.
  - Designed, authored, and implemented series of anatomy eLearning modules with integration into proprietary DICOM visualization software
  - Collaborated with medical education, physician, and medical-legal clients to produce custom content

## EXHIBITIONS & PRESENTATIONS

- 2025 From Sketch to Simulation: Applying the Principles of Medical Illustration and User Experience to Build Engaging VR Experiences
- 2025 Special Guest at Toronto General Hospital-National Taiwan University Joint Forum: Innovations in Medical Visualization
- 2021 Multiple pieces exhibited at JHU AATM Graduate Show

## AWARDS AND HONORS

- 2024, 2025 **Value Award Winner, OssoVR**
- 2021 **Vesalian Scholar, Vesalius Trust**
- 2020 **Ranice W. Crosby Scholarship, JHU**
- 2019-2020 **Frank H. Netter Scholarship, JHU**
- William P. Didusch Scholarship, JHU**
- School of Medicine Tuition Grant, JHU**

## SOFTWARE

- Autodesk Maya
- Adobe: After Effects, Illustrator, InDesign, Premiere Pro, Photoshop
- Blender
- Figma; Miro
- Maxon Cinema4D
- OsiriX; Horos; Slicer
- Pixologic Zbrush
- SketchUp
- Unity

## INVOLVEMENT

- 2024 - Present **Mentor, SciViz Program, Iowa State University**
- Mentor, Association of Medical Illustrators**
- 2024 **Salon Judge, Association of Medical Illustrators**

## CONTACT

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