

Jessica Weisman

Medical Illustrator

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Recent Employment:

May/June 2008 *Bryan Christie Design, Maplewood, NJ*

Medical Illustrator: I worked as a freelancer for a medically specific project.

June 2007 – April 2008 *Anatomical Travelogue, NYC*

Medical Illustrator/Visualization Specialist: I illustrated images for highly specialized medical and health awareness books. I used both 3d and 2d software along with 3d volume data sets to achieve the final results. This position required that I work closely with a team of artists and art directors. My own scientific research and medical knowledge were called upon daily and played an integral role in the process.

2006 (June-Aug.) *Hurd Studios, NYC*

Summer Intern: My ability to work hard, stay organized, and learn on the job was integral in assisting the staff at a fast paced medical animation studio. My role involved researching new pharmaceuticals, learning new 3D modeling/ animation techniques, editing storyboards, and various other daily tasks to keep things running smoothly. I also participated in a marketing presentation with interns working with Grey Healthcare Group, Hurd's parent company. I provided research information and illustrations that lead to the success of the presentation.

2003- 2005 *Let There Be Neon, NYC*

Designer/ Art Director: My ability to work quickly and accurately improved customer satisfaction and enabled the business to take in more contracts. I improved efficiency in project direction by "digitizing" the art department. I was responsible for all aspects of pre-production design of neon and vinyl artworks, signs, and lighting structures. My responsibilities included freehand, computer aided technical drawing, and layouts. Post-Production evaluation. Maintenance of computer and sign making equipment. Archiving previous jobs, updating the website, and software.

Education:

Rochester Institute of Technology 2007 MFA Summa Cum Laude, Medical Illustration
Alfred University 2001 BFA Painting (3.6 GPA)
Lorenzo DiMedici School of Art, Florence, Italy

Software:

3D: 3D Studio Max/ Maya/ Zbrush/ Mental Ray/ Brazil

2D: Photoshop/ Illustrator/In Design/ Painter

Web: Flash/Dreamweaver

Other: Protein Data Bank to Maya workflow

Fluent (CFD software), Vg Studio Max (Volume rendering software)

References upon request