

Jessica Weisman

Medical Illustrator

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Recent Employment:

Feb 09- Present *Harrison and Star, NYC*

Medical Illustrator: I illustrate a wide variety of concepts supporting a large pharmaceutical advertising firm. I work mainly in 3d using Maya, Zbrush and Photoshop. I have also incorporated using Chimera, a molecular imaging program, to import accurate protein molecules for specific uses in pharmaceutical campaigns. The work consists of high-resolution print and support materials for MOA animations.

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.

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: Maya/ Zbrush/ Mental Ray/ 3D Studio Max/Brazil
2D: Photoshop/ Illustrator/ Painter
Other: Protein Data Bank to Maya workflow, Chimera
Fluent (CFD software), Vg Studio Max (Volume rendering software)

References upon request