

## **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

2021- Present	<ul> <li>Associate Medical Illustrator - OssoVR</li> <li>Remote</li> <li>Worked with medical device project teams to translate new orthopedic technologies into accurate and effective VR training modules</li> <li>Contributed to development and implemention of novel VR functionalities in the Unity platform</li> <li>Managed client feedback and communicated to large production team to maintain project scope and deadlines</li> </ul>
2019	<ul> <li>Medical Animator - Center for Bioengineering Innovation and Design, JHU</li> <li>Baltimore, MD</li> <li>Created animation of novel syringe that induces pulsatile flow to clear central venous lines for better patient</li> </ul>
2019	<ul> <li>Biological Illustrator - National Aquarium</li> <li>Baltimore, MD</li> <li>Created illustration describing proper positioning and technique for hemolymph draw to promote routine analysis of octopus hemolymph</li> </ul>
2015 - 2019	<ul> <li>Lead Designer, Content &amp; Curriculum Team - BodyViz Clive, IA; Chicago, IL</li> <li>Established &amp; managed Content and Curriculum team. Designed, authored, and implemented a series of anatomy eLearning modules using Adobe Captivate with integration into proprietary visualization software</li> <li>Collaborated with medical education, physician, and medical-legal clients to produce custom content</li> </ul>

# **EXHIBITIONS, PRESENTATIONS, & PUBLICATIONS**

- 2021 Multiple pieces exhibited at JHU AATM Graduate Show
- 2021 Three pieces exhibited in AU-JHU '21 Virtual Student Exchange
- 2020 Two pieces exhibited in online AMI Student Salon
- 2018 Workshop: Augmenting Curriculum with BodyViz Anatomy Software, Human Anatomy and Physiology Society (HAPS) Annual Conference
- 2016-2019 Series of presentations on visualization software to anatomy staff at University of Utah, UTHSCSA, Creighton SOM, FIU SOM

### **AWARDS AND HONORS**

2021	<b>Vesalian Scholar,</b> Vesalius Trust
2020	<b>Ranice W. Crosby</b> Scholarship, JHU
2019-2020	Frank H. Netter Scholarship, JHU
	William P. Didusch Scholarship, JHU
	School of Medicine Tuition Grant, JHU
2012-2015	Dean's List, ISU

# PROFICIENCIES

#### Software

- Adobe: After Effects, Animate, Captive, Illustrator, InDesign, Premiere Pro, Photoshop, XD
- Google Suite
- Maxon Cinema4D
- Microsoft Office Suite
- OsiriX; Horos
- Pixologic Zbrush
- PyMOL, ePMV
- Salesforce
- SketchUp
- Unity
- Zoom, GoToMeeting

#### Subject matter

- Human anatomy and physiology
- Cell, molecular, and organismal biology
- Radiologic datasets
- User-centered design

### CONTACT

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