

VALERIE HENRY • portfolio: vhenryart.com



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I am a 3D artist, trained as a medical and scientific illustrator, who is capable and comfortable working with a team or by myself. I also love to learn and embrace opportunities to gain new skill sets and to expand upon what I already know. I welcome challenges and constructive critique and recognize both as necessary parts of becoming a better illustrator.

EDUCATION

Rochester Institute of Technology
MFA, Medical Illustration

Graduated May 2009 with 4.00 GPA

California State University, Chico

BS, Biological Sciences

Graduated May 2005

Member of Omicron Theta Epsilon, Honors Society in Biology of CSU Chico

PLATFORMS/APPLICATIONS

Mac OS 10.0 and up, Windows XP, Windows 7

3D: Autodesk Maya, 3D Studio Max, Mudbox, Motion Builder, and Vicon Blade motion capture software

2D: Adobe Photoshop, Illustrator, Flash, AfterEffects

Other: Html, Css, Excel, Adobe SoundBooth, Audacity, Dreamweaver, Fireworks, InDesign, Microsoft Word, PowerPoint

EXPERIENCE

3D Medical Simulation Designer

HJF Contract for the USUHS Medical Simulation Center • Sep 2009 - Present

I am responsible for modeling, texturing, lighting, animating, rendering and creating sound FX for the 3D scenarios used in the Wide Area Virtual Environment (WAVE), which is a large immersive simulation platform that is a part of the VR Lab at the Val G. Hemming Simulation Center. I use 3DS Max, Photoshop, Mudbox, Audacity, SoundBooth, AfterEffects, Motion Builder, and Vicon Blade. Other position requirements have included using html and css to create the VR Website. I work directly with the software engineers to assist them with testing and developing our rendering software. The WAVE is a training environment, and as a result I have become familiar with running training events, giving demonstrations to groups of visitors, and presenting our simulation platform at conferences.

Freelance • May 2009 - Present

As a freelancer I have worked both in 2D illustrations and 3D modeling and animating. I perform any necessary research on the structures and/or procedures to be illustrated, modeled, and animated in order to insure a full understanding of the subject matter and to create the most accurate work.

3D Modeler and Scientific Researcher

Rochester Institute of Technology, Mechanical Engineering, Rochester, NY • May 2008 - May 2009

While working with the mechanical engineering team I performed research on the anatomical structures of the airway, including the larynx, alveoli, microcirculation, and epithelial and endothelial cell cross sections. Using Maya, I created 3D models of the researched anatomy to be used in fluid dynamics simulations.

Graduate Assistant

RIT Medical Illustration Department, Rochester, NY • Sep. 2008 - May 2009

I helped students with any problems or questions they had as they learned Maya and Flash.