

ANNE HUGHES

Biological Visualization

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Denver, Colorado

SOFTWARE

Illustrator
Photoshop
After Effects
InDesign
Blender
3DS Max
Pixologic ZBrush
Visualize Molecular Dynamics
Webflow

LANGUAGES

English (fluent)
Spanish (conversational)

AWARDS

Vesalius Trust: Research Grant
Vesalius Trust-a-Thon:
Winning team
Health Tech Jam:
Certificate of Achievement
Dean's List
Saccomanno Higher Education
Foundation Scholarship

Artist with a background in biomedical visualization and a great eye for design. Flexibly works across different styles and strives to make scientific content approachable

EDUCATION

- 2022 | Masters of Science in Biomedical Visualization**
University of Illinois at Chicago
- 2020 | Coursework in Biology**
Colorado Mesa University
- 2017 | B. A. in Languages, Literatures, and Cultures (Spanish focus)**
Minor in Latin American and Caribbean Studies
Colorado State University

EXPERIENCE

- 2023-current | Multimedia Designer:** ReDox Creative
- Designed, laid out, and mocked up medical educational materials for clients in the pharma industry
 - Worked with copywriters and medical illustrators to clearly communicate medical content to lay and HCP audiences
 - Created animations, motion graphics, and edited videos
 - Prepared final files for print
 - Planned and designed a fully functional website for the company
- 2022-current | Illustrator and Animator:** Hughes Scientific Visualization
- Collaborated with clients in medicine to establish project needs, learning goals, develop scripts, and outline storyboards
 - Created illustrations, storyboards, 2D animations, infographics, cover art, and text layout for educational materials
 - Illustrated and laid out Instructions for Use for medical devices
- 2022 | Ethics in Medicine TA:** University of Illinois at Chicago
- Graded pre-med undergraduate student work
 - Offered feedback, challenged thinking, and guided students' ethical decision making process
- 2018-2021 | Tutor:** Riverside Education Center
- Tutored second language learners in ESL, math, science, language, and social studies
 - Developed and led students in educational enrichment activities
 - Supported underserved children with academic assistance, structure, and mentorship

PROJECTS AND LEADERSHIP ROLES

- Art director:** Vesalius Trust-a-Thon
- Led a team of eight artists, working on a team of 16 to design a 2D game focused on mental health
 - Designed the look and feel of the game, including background design, character design, color management, typography, and character animations
- UI designer:** Health Tech Jam
- Worked on an interdisciplinary team of students to design an application to solve a public health need in Chicago
 - Designed and wireframed health app designed to customize its experience to the user's individual condition, interface with healthcare providers, and allow social interaction to foster a supportive community and improve users' motivation