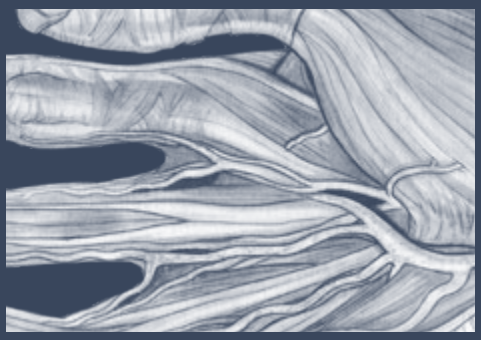
JASON LARAMIE, CMI

Certified Medical Illustrator

- 2002 ~ 2025



[503] 791-4708

jason@laramiestudio.com

4206 S. Kenny Street
Seattle, WA 98118

SKILLS

[3D]

- **Adobe After Effects**
- **Substance 3D Painter**
- **Autodesk MotionBuilder**
- **Character Creator**
- **Mixamo**
- **3D Slicer**
- **Osirix MD**
- **RadiANT**
- **Maxon Cinema 4D**
- **Redshift**

[2D]

- **Adobe Photoshop**
- **Illustrator**
- **InDesign**
- **Storyboarder**
- **Sketch, Draw, Paint**
- **Microsoft PowerPoint**

[OTHER]

- **Mac OS Ventura**
- **PC Windows 11**
- **Microsoft Word**
- **PowerPoint**
- **Client Communication**
- **Project estimating**

INTERESTS

- **Skiing**
- **Biking**
- **Swimming**

LinkedIn/laramiestudio **Www**.laramiestudio.com

EDUCATION

Rochester Institute of Technology. Rochester, NY
Bachelor of Fine Arts in Medical Illustration 1991-1995

University of Rochester, School of Medicine. Rochester, NY
Human Gross Anatomy; lecture, full dissection and drawing 1994

School of Visual Concepts. Seattle, WA
Data Visualization Design 2014
Typography and Graphic Design 2006

EXPERIENCE

Sr. Medical Illustrator/Medical Animator
Iconographics. Denver, CO / 2021 - 2022
3D modeling, texturing, lighting, character creation, rigging, storyboarding, animation PowerPoint interactive presentations and graphic design. Serving law firms representing victims of medical negligence, motor vehicle accidents and wrongful death while transforming complex medical information into cinematic animations for trial attorneys to visually communicate their cases judges and juries.

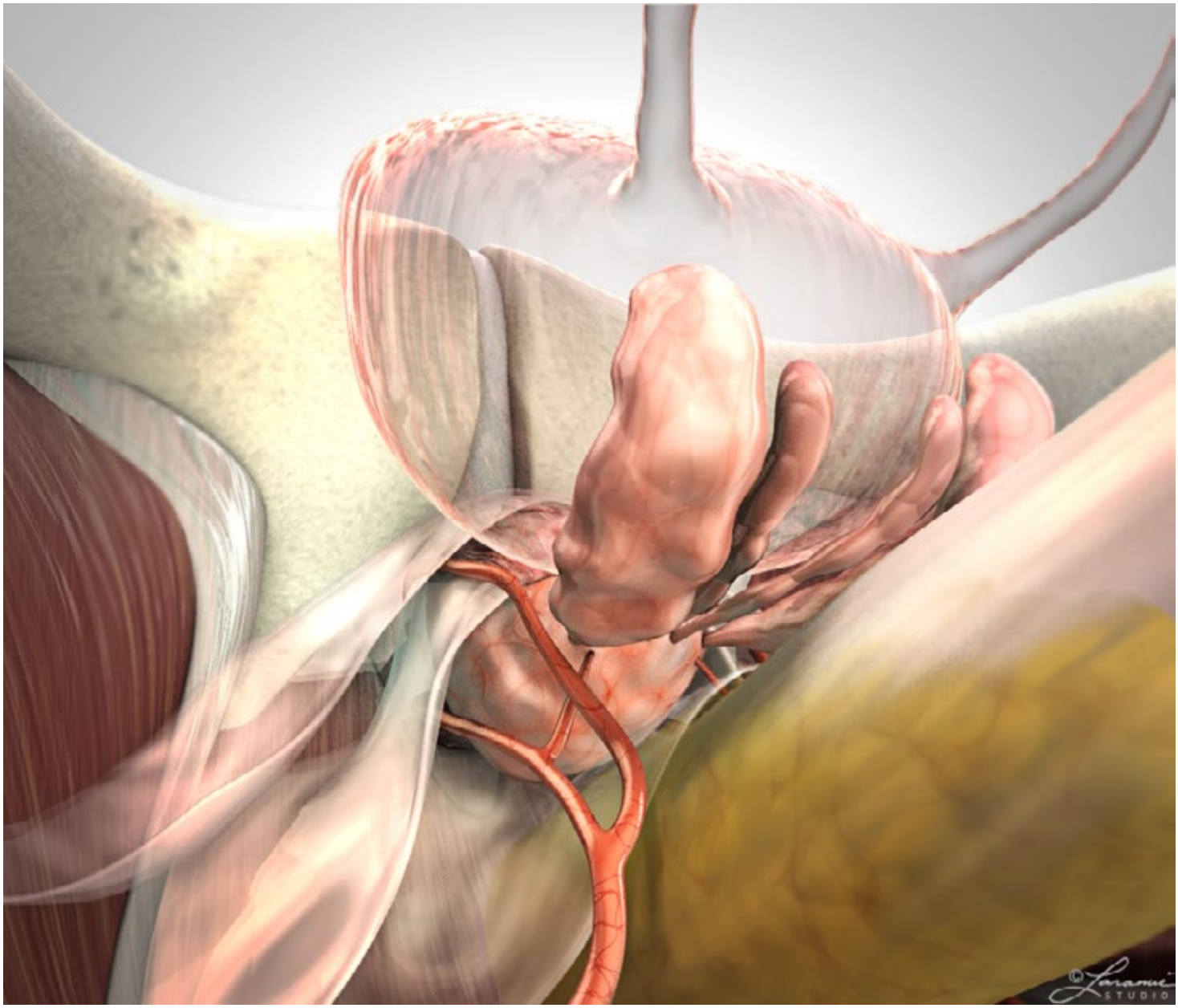
Certified Medical Illustrator/Animator and Designer
Laramie Studio. Seattle, WA / 2006 - Present
3D modeling, texturing, lighting, character creation, rigging, animation and graphic design. Self-directed, efficiency seeking and resourcefulness that comes with being a one-man operation, collaborating with many different types of clients, negotiating competing demands, knowing when to delegate by working with other experts, educating clients when appropriate, asking questions to get at the root of a solution with exceptional customer service standards.

3D Artist/Medical Illustrator/Animator and Designer
Informa Training Partners. Walpole, MA / 2015 - 2018
Vector illustration, PowerPoint interactive presentations, 3D modeling, texturing, lighting, animation and graphic design and rendering of pharmaceutical visualization including strategizing creative development and visual content for learning modules. Communicating between medical writers, scientists and creative marketing teams to ensure accurate scientific visual content.

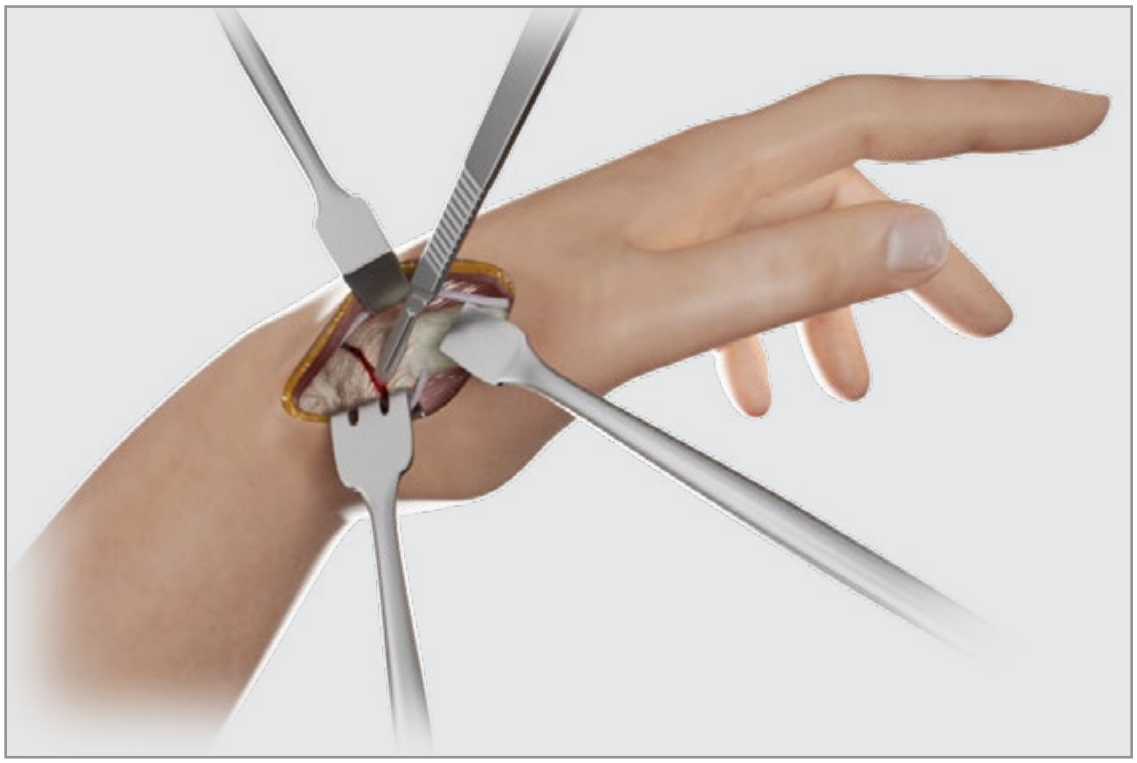
Art Director/Designer
Myraqa, Inc. Redwood Shores, CA / 2008 - 2014
Graphic design, Illustration, PowerPoint design. Designed the success of Myraqa, Inc.'s industry leading IVD and Companion Diagnostics consulting firm with biotech B2B branding and marketing collateral design.

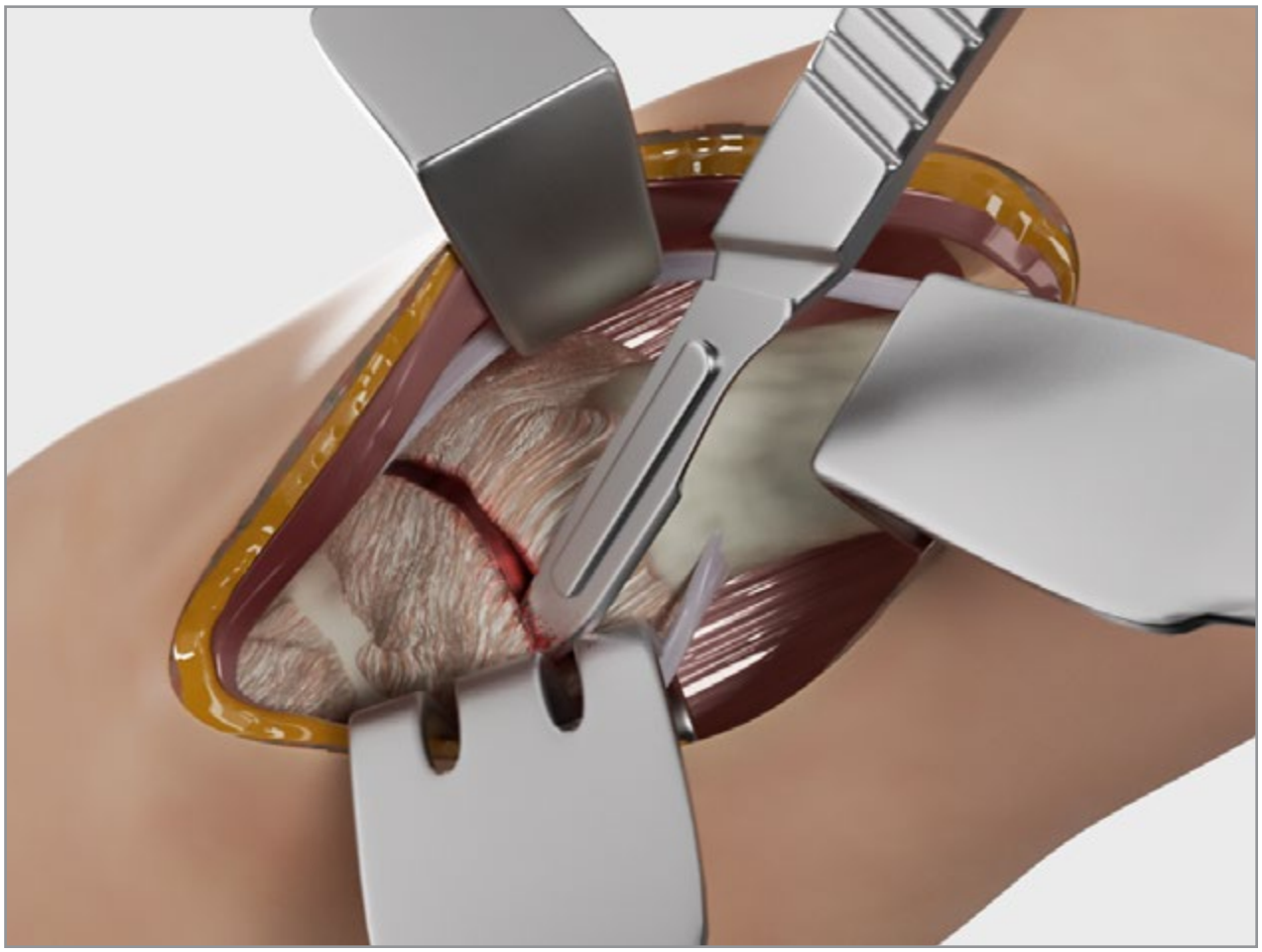
Illustrator/Graphic Designer
UW Creative Services. Seattle, WA / 2003 - 2006
Medical and scientific illustration, graphic design and production artist. With an emphasis on accountability, client communication, written estimates, completion of projects within budgets and meeting productivity goals.

Medical Illustrator
Total Learning Concepts. Boston, MA / 1996 - 1998
Medical illustration and graphic assets for the pharmaceutical sales training industry with an emphasis on pre-press production for offset printing of learning modules. A team driven atmosphere working with medical writers, project managers, and desktop publishers.



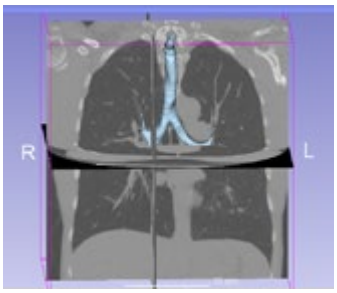
Anterior Sphincteric Artery Complex
Maxon Cinema 4D: 3D modeling, texturing and lighting
Standard CPU renderer
Adobe Photoshop: Post effects





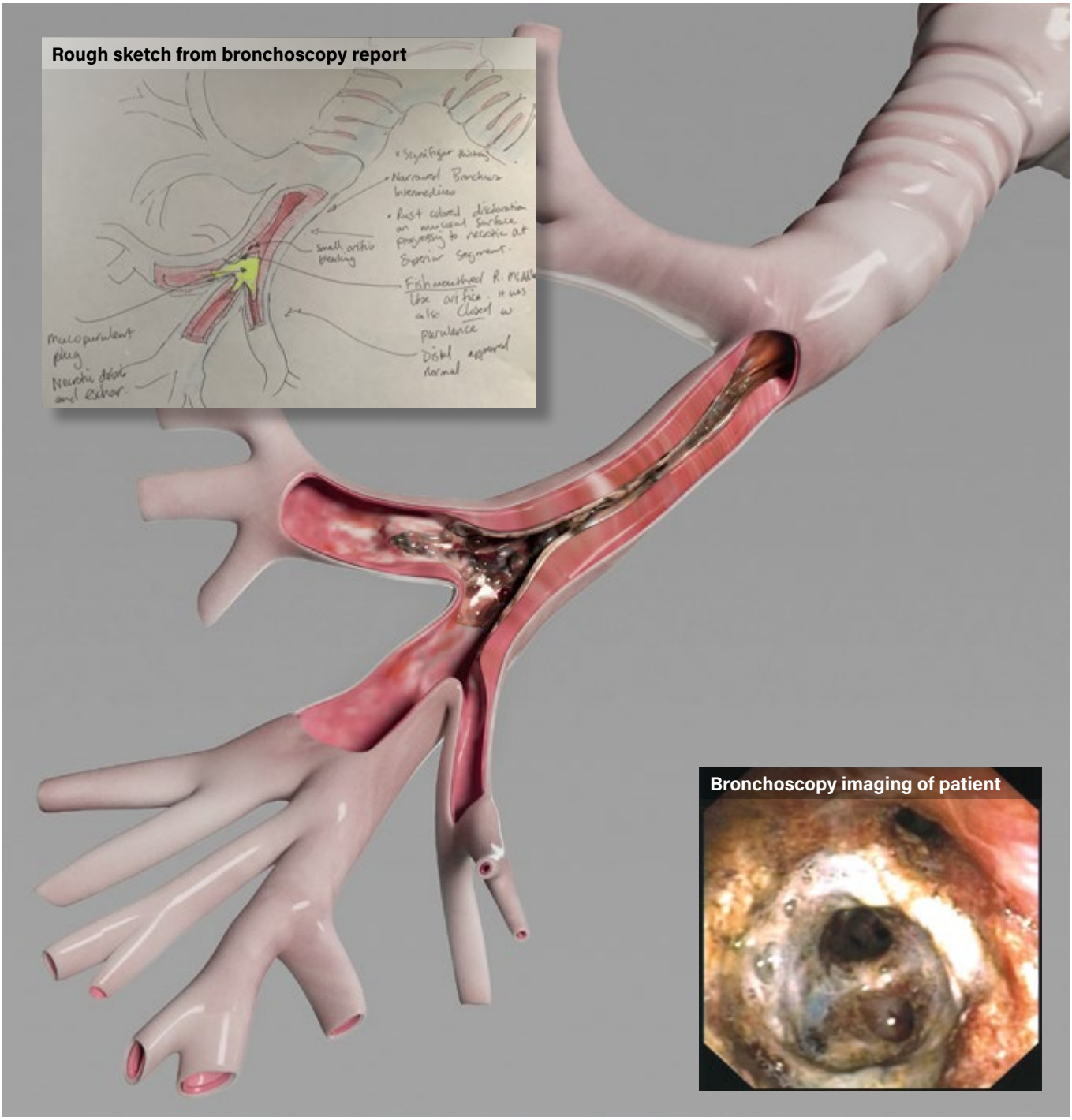
Carpometacarpal Arthroplasty
Maxon Cinema 4D: 3D modeling
Redshift: Materials lighting and rendering

ROI Segmentation

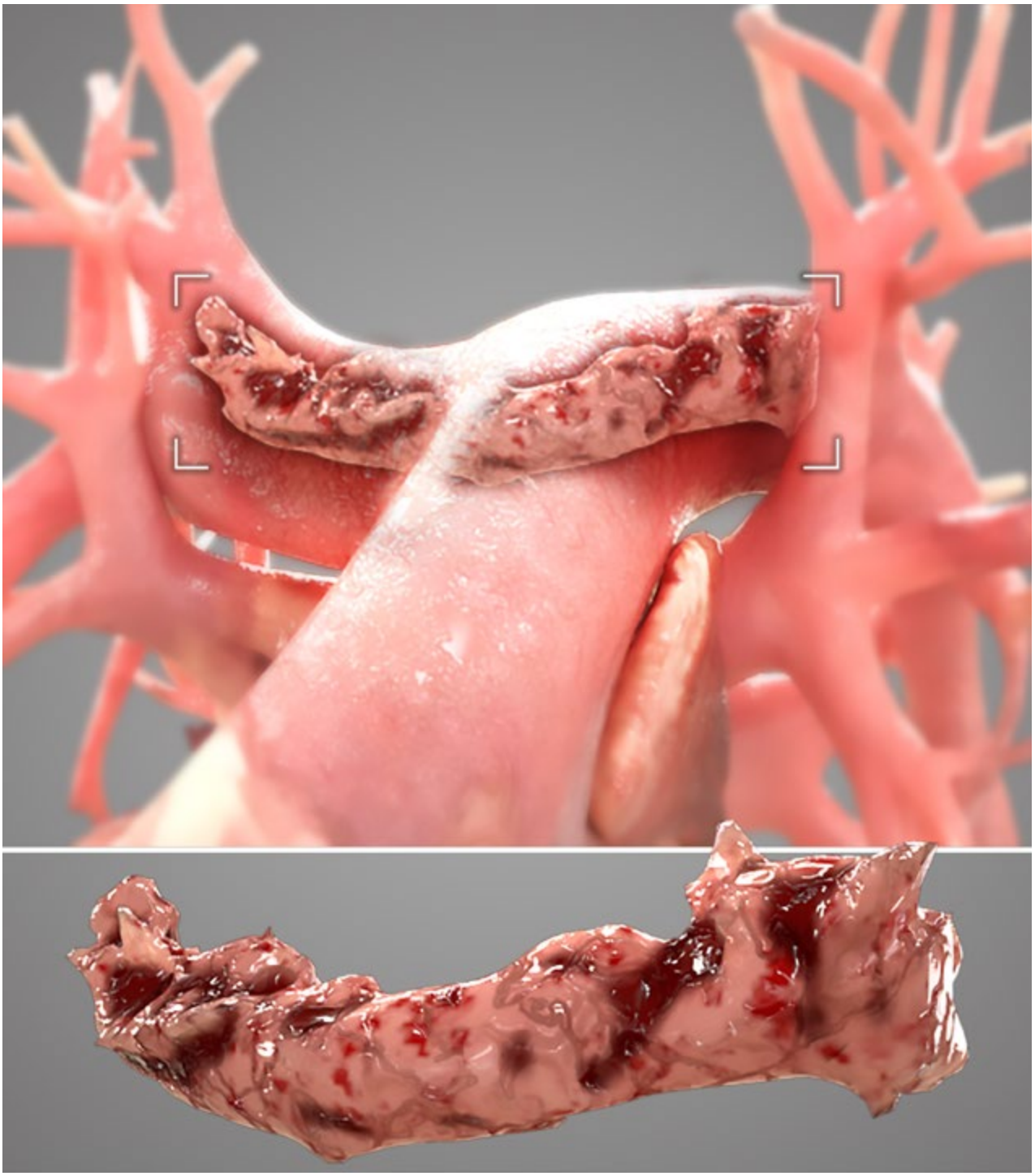


3D Volume Rendering

Substance 3D Painter

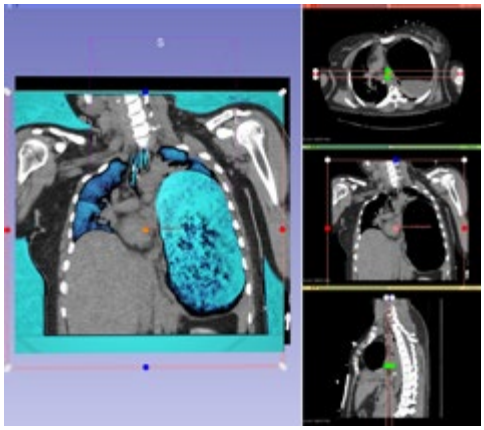


Bronchomalacia
3D Slicer: ROI segmentation and volume rendering
Maxon Cinema 4D: Augmentation of Zygote 3D respiratory model and lighting
Adobe Substance 3D Painter: Texturing
Redshift: Materials and rendering

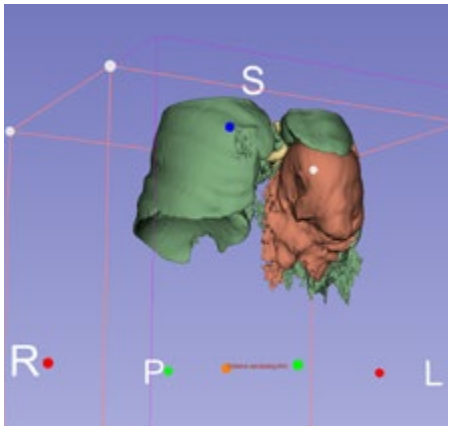


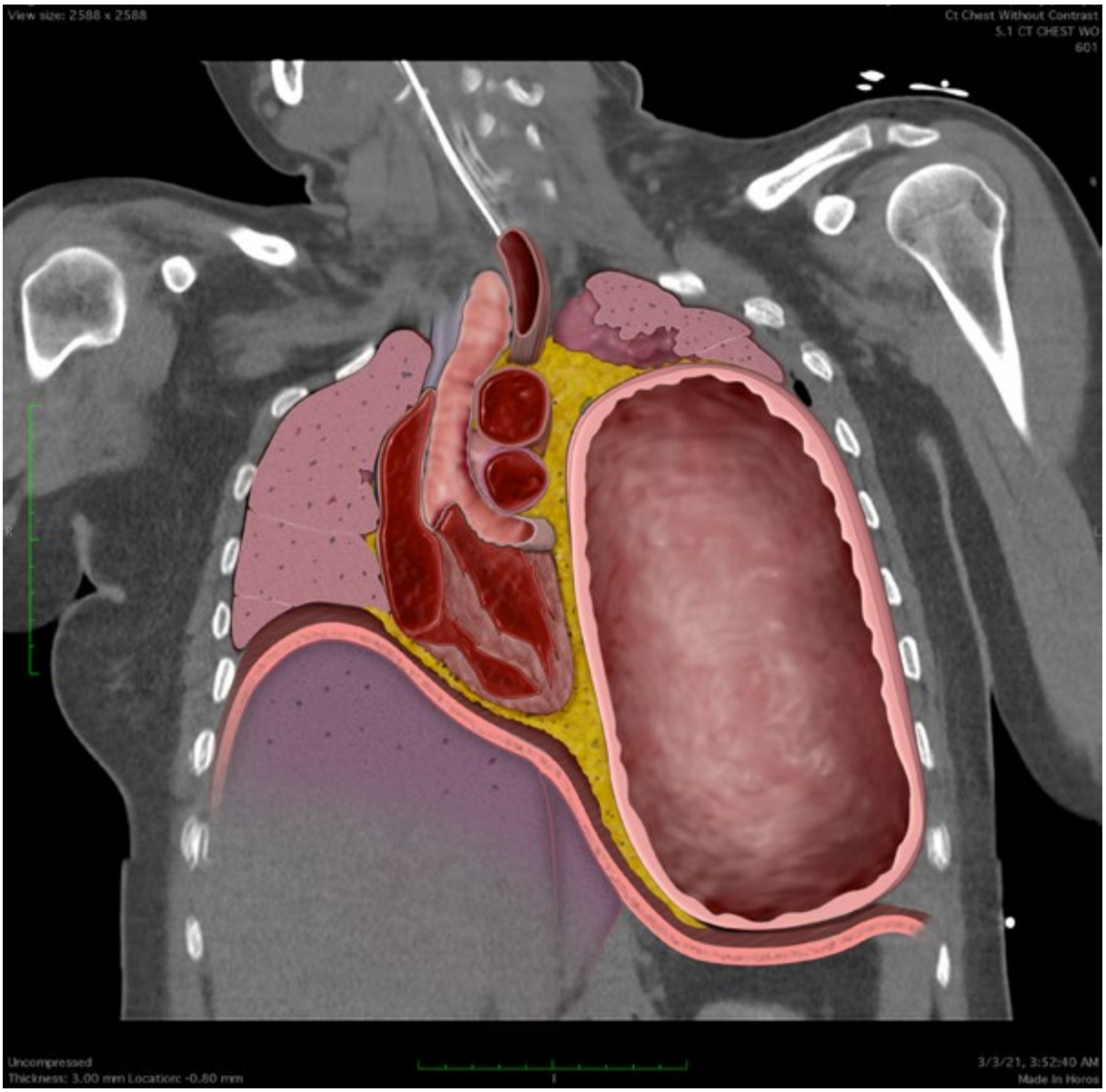
Pulmonary Trunk Embolism
3D Slicer: ROI segmentation and volume rendering
Maxon Cinema 4D: Augmentation of Zygote 3D heart model and lighting
Adobe Substance 3D Painter: Texturing
V-Ray: Materials and rendering

3D Slicer Stomach/Lungs Visualization



ROI Segmentation



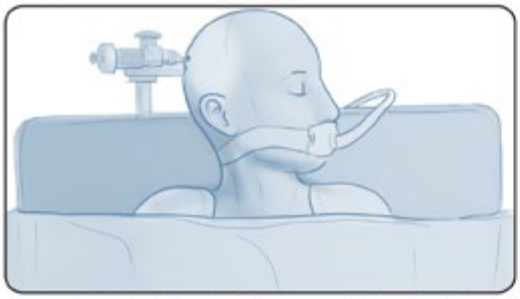


Hiatal Hernia Diagnostic Film Colorization
3D Slicer: ROI segmentation and volume rendering for reference
Adobe Photoshop: Digital painting

Product Liability/Forensics
Reallusion Character Creator 3: Character head only
Xsens MoCap systems: Animation performance
Mixamo: Character body, clothing and auto rigging
Autodesk MotionBuilder: Characterizing the rig and editing performance
Maxon Cinema 4D: Lighting
Adobe Photoshop: Custom texturing
Redshift: Lighting and rendering

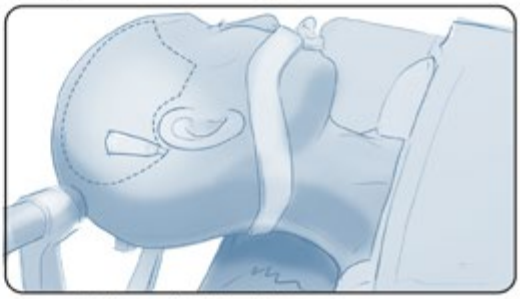
storyboarding

Scene: 1 Shot: 1



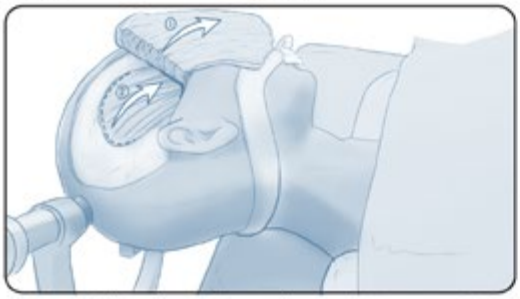
Notes: Zoom in: Patient position secured with pins of head holder. Camera slowly pans to feature each action of the procedure.

Scene: 1 Shot: 2



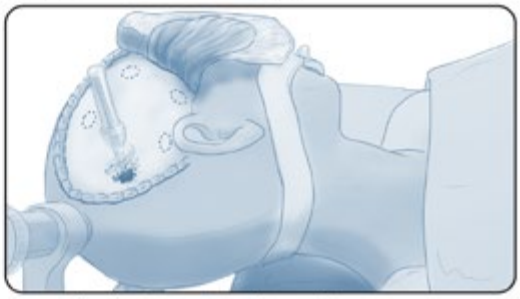
Notes: Incision made with scalpel.

Scene: 1 Shot: 3



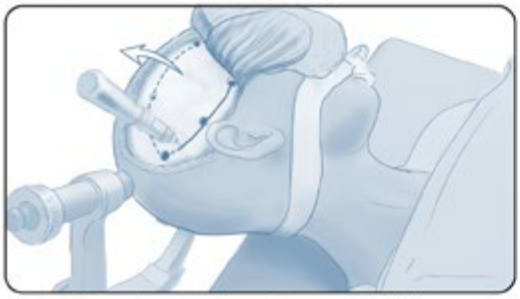
Notes: Reflect skin and temporalis muscle to expose site of bone flap creation.

Scene: 1 Shot: 4



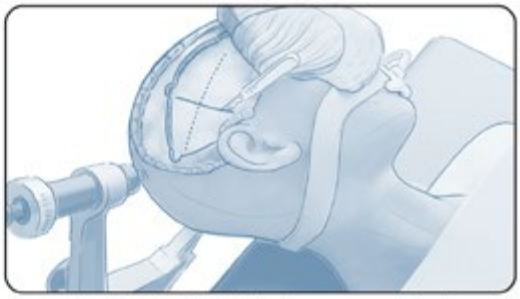
Notes: Burr holes created with craniotome.

Scene: 1 Shot: 5



Notes: Circumference of bone flap created with craniotome saw and flap is removed temporarily, exposing the dura.

Scene: 1 Shot: 6

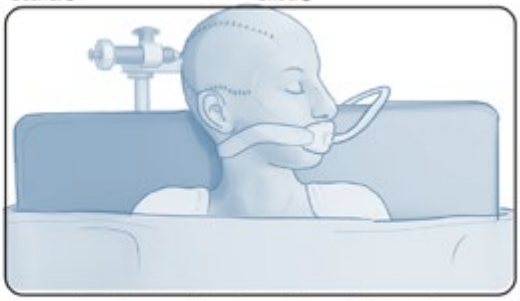


Notes: Dura is cut and reflected to expose subdural hematoma.

Scene: 1 Shot: 7

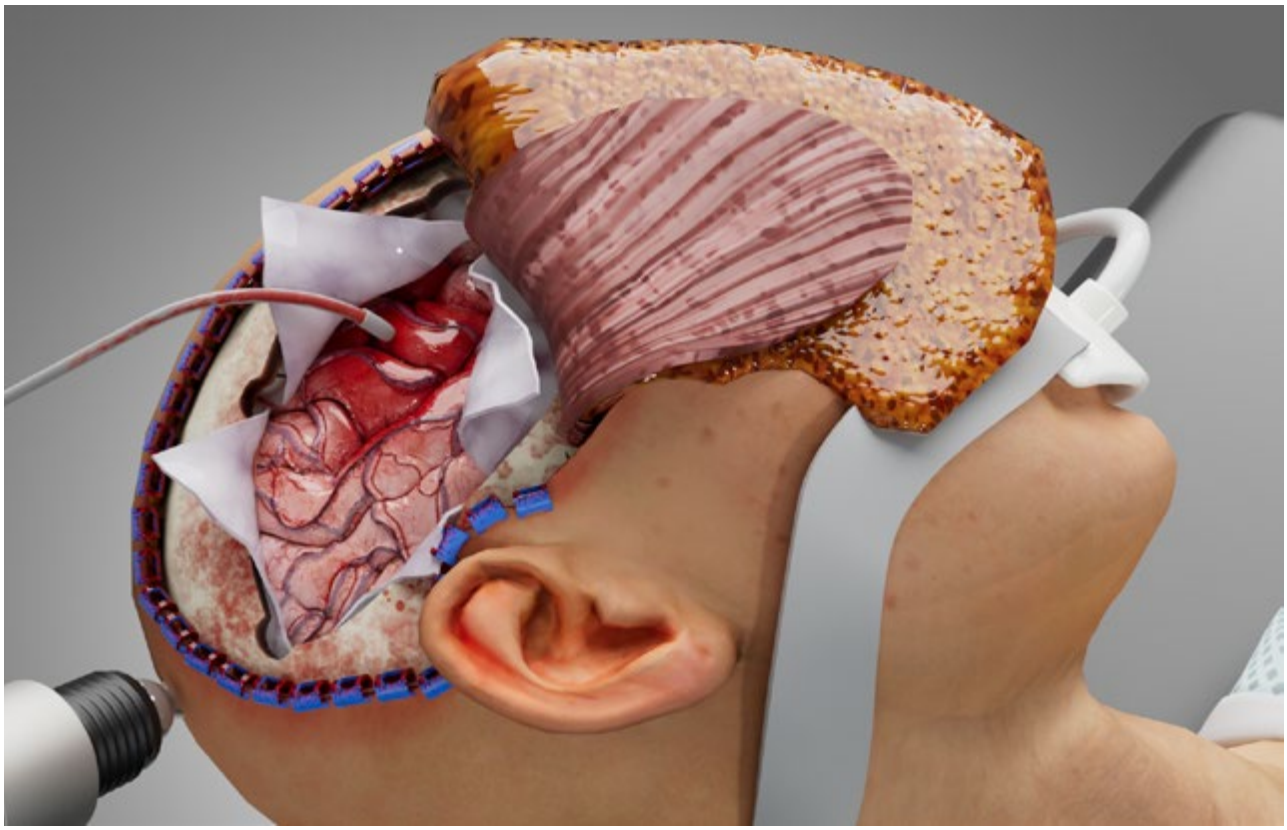
Notes: Hematoma is evacuated with suction.

Scene: 1 Shot: 8



Notes: Dura is sutured and wound closed with staples. Zoom out to conclude procedure. End card with actual patient post procedure photo.

Craniectomy Storyboard
Maxon Cinema 4D: 3D modeling and shot cameras
Adobe Photoshop: Sketching and layer comps
Adobe Illustrator: Storyboard layout and text



Craniectomy
Maxon Cinema 4D: 3D modeling and animation
Reallusion Character Creator 3: Character and textures
Adobe After Effects: Compositing and animated labels
Redshift: Materials, lighting and 3D rendering

**See demo reel for animation*