TATIANA (Tanya) KARAMAN

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Art & Design Portfolio: www.tatianakaraman.com

OVERVIEW

- Takes a multi-disciplinary approach to problems, with experience in interactive information visualization, medical education, user interfaces and visual design in a variety of media
- Passion in learning and implementing new techniques and ideas, as well as working on a diverse range of projects
- Experience collaborating with and providing a link between medical professionals, artists, educators and computer scientists.

RESEARCH/WORK EXPERIENCE

[2011-Present] **Freelance Graphic Design**

- Worked on a number of medical illustrations such as vasculoviruses and oncolytic cancer interactions, human and canine anatomy, and equipment set-up for hypoxia research
- Created icons for Seisware International's new software package
- Designed user interfaces and all art elements for three mobile games and a desktop game
- Designed a custom deck of cards, seals and advertisements for a card game company
- Made animated advertisements for an online lawyer service
- Created a variety of Dress-Up Games using Adobe Flash, commissioned by several online game companies and iPhone applications
- Assembled geo-mapping data for Blueprint's residential land developer clients
- Completed a variety of advertising, brand development, and other consulting jobs

[2010-Present] **LINDSAY Virtual Human Project**

- Lead designer and on-screen tour navigator for the Giant Walkthrough Human Brain shows
- Created and modified existing 3D Zygote models that were used in the LINDSAY Presenter app, including the bladder, kidneys, spinal cord and a number of anatomical abnormalities
- Thoroughly involved in development of a cardiovascular teaching tool to be used in future physiology courses
- Created 3D objects using Autodesk MAYA and rendered using the Ogre3D graphics engine to be used in projects associated with LINDSAY, specifically: blood clotting, kidney, nervous system and cardiovascular system simulations
- Worked individually on simulating the nervous system's reflex response to pain in the LINDSAY Composer

[Winter 2015] **Teaching Assistant at University of Calgary**

- Assisted the professor of the Art 599 (Professional Aspects of Art) course that helps soon-to-be graduates promote themselves online and across the world
    - Helped students create a website and online portfolio, business cards and postcards
    - Aided in the organization and promotion of a successful Art show in collaboration with Davis LLP

SKILLS SUMMARY

Design Tools: Adobe CS-CS5 (Photoshop, Illustrator, Flash, Dreamweaver, Fireworks, InDesign), pencil, acrylic, watercolor, pen and ink

UI/UX Tools: Balsamiq Mockups 3, Pencil, Axure RP 7.0, Google Analytics

3D Software: Autodesk Maya 2009-2014, Autodesk Mudbox 2014, Maxon Cinema4D

Programming Languages: Processing, HTML5, CSS3, LaTeX, C# *Familiarity With:* C++, Java

Development Platforms: Unity 5

Special Skills: 3D printing (MakerBot Replicator, M3D, and Objet 24), mold making and casting (silicon and resin), laser cutting and engraving, polymer clay sculpting

Languages: fluent English and Russian, elementary Spanish

EDUCATION

University of Calgary

[2013-2016] **Master of Science in Computational Media Design** - Thesis: "The Giant Walkthrough Brain Project: Interactive Medical Education for Home, School, and Beyond"

- A collaborative effort with television personality Jay Ingram and his band, the aim of which is to present the human brain as a museum for education and exploration by a mass audience, and as a single-user standalone tool
- A partitioned, 3D printed, hands-on human brain that allows the user additional levels of interaction with the virtual display through touch (accompanied by web application)

[2009-2013] **Bachelor of Health Sciences in Bioinformatics (Honors)** - Undergraduate Thesis: "Interactive and Dynamic Interfaces for Multi-Dimensional Data Visualization: The Human Cardiovascular System"

VOLUNTEER EXPERIENCE

[2012-2013] Bachelor of Health Sciences Graduating Yearbook – Lead Artist

- Created the theme "anatomy textbook" and all graphics, delegated page assembly tasks

[2010-2014] CEMC Workshop in CS for Young Women

- Introduced young women from Canadian high schools to Bioinformatics and the LINDSAY Project for the purposes of increasing interest in new and largely unknown areas of study

PUBLICATIONS

1. Yuen DWK, Karaman T, Wintersinger J. An undergraduate perspective on LINDSAY Composer: bridging the gap between software engineering and physiology. JURA. Sept 2013: 3; 4-12.

2. Karaman T, Jacob C. An agent-based simulation of the nervous system's reflex response to pain. JURA. Oct 2012: 2(2); 6.

References available upon request.