



D. FEI ROST

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SUMMARY

- Trained Medical Illustrator with science and illustration background.
- Keen interest in patient education and improving the public's perception of science.

PROFESSIONAL EXPERIENCE

Freelance Illustrator – (intermittently) 2013-present

Portland, OR

- Collaborates directly with client/collaborator to fulfill project specifications, communicates questions and updates at regular intervals from start to finish.
- Able to adapt to various styles and mediums, attentive to detail.
- Manage ready-to-print and digital media incorporation of finalized illustration(s).

Medical Illustrator – Apr. 2022-Jan. 2025

Associate Medical Illustrator – Sep. 2020-Mar. 2022

Osso VR, Inc., San Francisco, CA (remote)

- Project lead for virtual reality surgical training modules, managed project from research design phases to final module release to client (average project timeline ~9-12+ months). Included leading project with Osso's first international client (DeepQure, Inc. in South Korea).
- Broke down complex surgical techniques into well-defined sections, steps, and interactions. Translated procedure into storyboards for internal teams and client team to refer to.
- Collaborated with technical (Unity Development, Quality Assurance) and engineering teams to troubleshoot issues, bugs, and RND features and tools. Communicated art asset/engineering needs to specific teams.
- Built module in Unity based on client-approved design, features varied on project but included: UI, interaction events, animation (Unity-based, Maya to Unity, etc.).

Graduate Assistant – Sep. 2018-May 2020

College of Art and Design, Rochester Institute of Technology, Rochester, NY

- Design fundamentals, introductory 3D modeling/animation courses
- Worked directly with instructors, undergraduate and graduate students.
- Troubleshoot software, directed Adobe CC tutorials, ran course management system (myCourses).

EDUCATION

Master of Fine Arts in Medical Illustration – 2018-2020

Rochester Institute of Technology, Rochester, NY

SKILLS

Technical Skills: 3D Slicer, Adobe After Effects, Adobe Illustrator, Adobe InDesign, Adobe Photoshop, Adobe Media Encoder, Autodesk Maya, Autodesk Mudbox, Blender 3D, Confluence/Jira, Dropbox, Figma, Google Suite, Horos, Microsoft Office, digital & traditional illustration, image retouching & editing, UX/UI design, Unity game engine.

Transferable Skills: Adaptability, attention to detail, collaboration, color theory, customer service, flexibility, organization, patience, problem solving, self-sufficiency, verbal/written communication.