



# ER. Walker

## Scientific Illustrator

Award-winning Medical Illustrator with expertise in illustration, graphic design, 3D, and animation. Driven by a passion for the 3D medical animation industry, highly independent and self-motivated. Known for ambition and creative problem-solving skills, eager to contribute to a range of projects and continue expanding knowledge in this exciting field.



### EDUCATION HISTORY

#### MSc Medical Art

University of Dundee, 2021-2022

A comprehensive course specialising in art and medicine. Covering a deep understanding of human anatomy and dissection, visual communication, 3D modelling, animation, life drawing and industry standard legal and ethical practices. Paired with opportunities to collaborate on live briefs with healthcare professionals, researchers and industry partners.

The final self-directed project and dissertation for this course focused on working with Dr Rodney Mountain at Ninewells Hospital Dundee, to create an interactive learning resource for University of Dundee design students on HX (Human Experience) design, explaining how the human senses function and how this can be incorporated into aspects of design for both able and disabled individuals. The outcome of this project won the Gabriel Donald graphics award at the 2023 IMI Conference.

#### BA(Hons) Illustration

Falmouth University, 2016-2019

Equipping creative individuals for success in the modern illustration industry, the course covers the fundamentals of graphic design and illustration across various disciplines. Encompassing optimal working methodologies to stay abreast of current industry trends. Instructed by industry professionals with opportunities for collaboration and valuable hands-on experience.

In the final self-directed project of this course, I undertook the creation of a booklet outlining the Laparoscopic Right Hemicolectomy procedure. This educational resource was specifically designed as a training aid for junior nurses and students in the GI operating theatres at DBTH (Doncaster and Bassetlaw Teaching Hospital). Collaborating closely with the GI team, I observed live operations, conducted thorough research under the team's guidance, and honed my layout and illustration skills to ensure the effectiveness of the training material.

#### Foundation Degree Fine Art

Doncaster College, 2015-2016

A one-year course bridging the gap between secondary and higher-level education, covering artistic foundations, creative-problem solving, and building a portfolio to pursue further specialised education in the arts. Including workshops in ceramics, woodwork, screen-printing, textiles, metalwork, life drawing and traditional mediums.

### CONTINUED PROFESSIONAL DEVELOPMENT

#### IMI Conference

Cardiff, November 2023

A two-day conference of various professional workshops and educational speeches, hosted by the Institute of medical illustrators. Including my first speech to the professional body on 3D visualisation of the nerves of the orbit.

#### Anatomy of the Thorax Public Workshop

University of Edinburgh, May 2023

A one-day extensive workshop open to the public on the in-depth anatomy and physiology of the thoracic cavity, including cadaveric exploration.

#### Medical Illustration Internship

University of Dundee, September 2022

A post-graduate internship project spanning three months, working with anatomist Dr McDougall at the University of Dundee. Focused on creating a teaching resource for second-year medical students, visualising the nerves of the orbit in a 3D model and animation.

Throughout the project, I applied my expertise in project planning and storyboarding, collaborating closely with Dr. McDougal and Dr. Lamb to guarantee the precision of my research and models. I enhanced my proficiency in sculpting using ZBrush and Cinema 4D, expanding my skill set to include UV and Texture mapping, material creation, camera rigging, and lighting. Additionally, I delved into animating cross-sections of sculpted models. This journey also involved refining my pre-existing video, 2D VFX, and audio editing skills to seamlessly integrate all elements and bring the animation to fruition. The animation outcome of this project won Gold at the 2023 IMI conference.



### EMPLOYMENT HISTORY

#### DESIGNER

AMICULUM January 2023- January 2024

Working as a Designer for a Medical communications company, gaining experience in graphic design, professional communication, industry-standard practices, filing systems and workflows. Undertaking a wide-range of creative work, including but not limited to: data visualisation, print and digital production, PowerPoint design, 2D animation, workflow and best-practice documents all to branding guidelines. I built upon my independent professional development with access to LinkedIn Learning and AMICULUM's own learning platform Curriculum.

While with AMICULUM, I was involved in a project focused on the creation of 3D motion graphics 'idents' with the aim to expand and broadcast the creative capabilities and offerings of the AMICULUM design team. I helped to create the initial proposal and took part in the teams collaborative research, development, planning and production of twelve agency branded 'ident' animations. During this project I learned the 3D software Blender, vastly building upon my existing 3D modelling skills, delving into node based workflows, 3D VFX particle and physics systems, camera and lighting rigging, and 3D rendering.

#### DEEP CLEAN & INFECTION CONTROL

DBTH NHS TRUST December 2019- July 2021

Working as part of the deep clean team for all three sites of the DBTH NHS trust. Responsibly working with harsh chemicals and specialised equipment with an eye for detail to ensure the highest standards of cleanliness and safety on hospital wards and surgical areas. Liaising with all types of healthcare staff, organising cleaning schedules and where overseeing extensive cleaning operations with agency staff.

#### STAGE CREW

CAST DONCASTER September 2015- September 2016

As a member of the stage and lighting crew, my responsibilities included rigging lights, aiding in the assembly of set pieces, and operating the spotlight throughout various productions.

### SOFTWARE EXPERIENCE

#### MICROSOFT OFFICE

Word, PowerPoint, OneNote, Excel, Outlook

#### ADOBE CREATIVE SUITE

Photoshop, Illustrator, InDesign, After Effects, Media Encoder, Premier Pro, Audition, Acrobat

#### MAXON

Cinema 4D, ZBrush

#### OTHER

Blender, Sketchfab, Artec Spider 3D Scanner, Agisoft Metashape, Sketchfab, InVesalius

### SKILLS

#### SOFT SKILLS

Organisation, Professional communication, Research and development, Independent and collaborative work.

#### DESIGN & ILLUSTRATION

Project planning, Presentation, Graphic design, Layout design, Creative problem-solving, Scientific illustration, Storyboarding

#### 3D

Modelling, UV mapping, Texturing, Node based workflows, Rigging, Camera and Lighting setup, 3D VFX, 3D rendering

#### ANIMATION

Compositing, Video editing, Audio editing, Vector animation, 2D VFX, 2D Rendering

### REFERENCES

Personal & Professional references available upon request

