Curriculum Vitae
Kenzie L. Green, M.S.

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Personal Statement
Illustrator with the goals of maintaining accuracy and providing effective visual communication throughout the creation of biomedical and scientific illustrations, animations, and interactive applications in order to provide audiences with new ways to experience information. Work requires a comprehensive knowledge of medical and scientific subject matter as well as versatility in using technological tools to meet the specific needs of clients and convey their message clearly.

Education

2015 Master of Science in Biomedical Visualization
University of Illinois at Chicago

2012 Bachelor of Fine Arts in Communication Arts
Concentration in Scientific and Preparatory Medical Illustration
Minor in Biology

Relevant Projects

Research — Development of an at-home approach to rehabilitation for stroke survivors with upper limb motor disabilities. This approach is game based and utilizes the motion tracking technology of the Microsoft Kinect sensor and Unity 3D gaming platform.

Insulin Receptor — Creation of an educational interactive about the conformational changes of the insulin receptor upon insulin binding. This is created using molecular data from the Protein Data Bank, 3D modeling software and the Unity 3D gaming platform. This project is being produced for user navigation via the Microsoft Kinect sensor and additional development for use with the Oculus Rift. In both approaches interaction uses head position of the user and a gaming controller to navigate throughout a molecular Virtual Reality environment.

Relevant Experience

April 2014 – Present — Freelance Medical Illustrator, Animator, and Visual Consultant
Chicago, IL

June 2012 – July 2013 — Amicus Visual Solutions
Medical Legal Illustration Internship
Richmond, VA

June 2011 – October 2011 Jolly Consulting
Medical Legal Consultation - Contracted Worker
Richmond, VA

Additional Experience

March 2014 – August 2015 UIC Library of the Health Sciences
Interlibrary Loan Department – Student Worker
Chicago, IL

June 2008 – July 2013 VCU Cabell Library
Interlibrary Loan Department – Student Worker
Richmond, VA

Summer 2008 1708 Gallery
Gallery Assistant Internship
Richmond, VA

Commissioned Work

December 2015 Bensmaia Lab
Department of Organismal Biology and Anatomy, University of Chicago
- Golgi Tendon Organ illustration
- Muscle Spindle illustration

November 2015 Bensmaia Lab
Department of Organismal Biology and Anatomy, University of Chicago
- Sensory Pathway illustration

GMP Productions
- Pregnancy exercise illustration
- 30-week fetus illustration

Tulsa Vein Institute
- Varicose vein illustration
- Spider vein illustration
- Deep femoral and great saphenous vein anatomy illustration
- Healthy vs. faulty valve illustration

Dermetel
- 8 Skin cancer self check illustrations
- ABCDEs of Melanoma illustration
- Squamous Cell Carcinoma, Basal Cell Carcinoma, Cutaneous T-cell Lymphoma, Actinic Keratosis and Kaposi's Sarcoma illustrations

October 2015 Revols
- Product animation for custom fit earphones

September – October 2015 Vomaris Innovations, Inc.
- Intact skin cross section illustration

- Skin wound cross section illustration
- Procellera Conformability to skin wound illustration

June – August 2015 Bensmaia Lab
Department of Organismal Biology and Anatomy, University of Chicago
- Brain Lake poster design for the Society of Neuroscience
- Rhesus monkey and tool interaction illustration
- Limitations on motion processing by neurons with small receptive fields illustration
- Models of Motion Detection illustration
- Pathways for Touch and Vision illustration
- Direction Selectivity of SA1 and S1 illustration

June – December 2014 RA, LLC
- Editorial illustrations

June 2008 Sattler Creative
- Logo Design

April 2007 Washington County Courthouse, Abingdon, VA
- Emergency escape route floor plans

Published Illustrations

September 2015 Pack, C.C., Bensmaia, S.J. Seeing and Feeling Motion: Canonical Computations in Vision and Touch, *PLOS Biology*. 2015.
DOI: 10.1371/journal.pbio.1002271
- Pathways for Touch and Vision illustration
- Limitations on motion processing by neurons with small receptive fields illustration

Spring 2015 ESOPUS Magazine, Edition 22
- Brachial Plexus Injury illustration

February 2014 Little Tell Magazine
- Lumbar Puncture Preparation and Procedure illustration

Exhibitions

July 2015 AMI Salon
Annual AMI Conference, Cleveland, OH

November 2014 SAMA Art Show
National Museum of Health + Medicine Chicago, Chicago IL

July 2014 AMI Salon
Annual AMI Conference, Rochester, MN

June 2014 Visible Human Male: Visualization of healthy and diseased organs

National Museum of Health + Medicine Chicago, Chicago IL

November 2013 SAMA Art Show
National Museum of Health + Medicine Chicago, Chicago IL

May 2012 BFA in Communication Arts Graduate Show
Metro Space Gallery, Richmond, VA

Presentations

O.A. Parkes Symposium & International Student Conference, Stenstrom Scholars
Georgia Regents University, Augusta, GA, February 13, 2015
Topic: Development of an interactive, at-home, motion tracking computer application to aid in upper limb stroke rehabilitation and evaluation of current projects.

Volunteer Work

July 2014 AMI Annual Conference, Rochester, MN
Student Volunteer

2006 – 2007 Stardust Mural by Charles Vess, Abingdon, VA
Painter

2005 – 2006 William King Regional Arts Center, Abingdon, VA
Children's Summer Art Camp Instructor

Organization Memberships

Association of Medical Illustrators (AMI), Student Member 2014-present
Student Association of Medical Artists (SAMA), 2013-2015

Awards and Honors

2015 Lillian B. Torrance Award from UIC Biomedical Visualization
2015 Stenstrom Scholar from Georgia Regents University
2011 Arts Scholarship from VCU
2007 Academic Merit Scholarship from VCU
2007 National Arts Honors Society Scholarship

Proficiencies

2D Illustration and Design:
Adobe Photoshop, Illustrator, InDesign
Corel Painter

3D Modeling and Animation:
Adobe After Effects, Audition, Flash, Premiere
Autodesk 3ds Max, Mudbox
Materialize Mimics
Pixologic ZBrush

Website and Software Development:
- Adobe Dreamweaver
- C#, JavaScript
- HTML, CSS
- Unity 3D

Traditional Media:
- Colored pencil
- Gouache
- Graphite
- Pen and ink
- Watercolor

Scientific Background:
- Cell Biology
- Comparative Anatomy
- Genetics
- Gross Anatomy
- Pathophysiology
- Physiology

Additional:
- Interactive Development
- Microsoft Kinect sensor and motion tracking
- Oculus Rift
- Photogrammetry
- Project Management
- Research
- Stereography
- Virtual Reality Development

References available upon request