


Maya Green

Biomedical Artist

Innovative collaborative designer seeking to improve patient care through 3D DICOM Segmentation. Preparing physicians with surgical medical visualization, through my knowledge in Anatomy, Image Segmentation, 3D modelling, and Adobe CC Suite.

 mayagreen.co@gmail.com

 mayagreen.co

Education

Cleveland Institute of Art

BFA Biomedical Art

Coursework

- 2D Animated Interactive Narratives
- 3D Modeling & Animation
- Anatomy for the Artist
- Anatomy & Physiology
- Graphic Design
- Live Surgical Illustration
- Student Worker Award in 2021 and 2022 for assisting administrative offices while maintaining academic coursework.

Software

3D Slicer
Animate
Autodesk Maya
Audition
Blender
Bridge
Clip Studio Paint
Cut Master 4
DICOM 2 Print
Fusion 360
Illustrator
Image Print
InDesign
Lightroom
Onyx RIPCenter
Photoshop
Premier Pro
Substance Painter
Unity
ZBrush

Skills

3D Animation
3D Modeling
3D Segmentation
Digital Illustration
Graphic Design
Mac & PC
Photography
Print Technician
Storyboarding
Video Editing

Experience

Anatomy Design & Medical Illustration Specialist | Lazarus 3D June 2024 - Current

- Segmenting human anatomy in D2P using CT and MRI scans creating 1-to-1 scale 3D models.
- UV mapping in Blender, and texturing in Substance Painter for virtual surgical planning. Coding for Virtual Digital Twins.
- Sculpting anatomically accurate models in ZBrush for client specific projects, to be 3D printed for educational trainings.
- Managing file formats, polygonal mesh density, lighting, and color.
- Accounting for design requirements for physical manufacturing.

Medical Scribe | Scribe America

September 2023 - June 2024

- Shadowing licensed physicians to streamline timeliness and accuracy of patient health care, by prepping charts, providing case history, entering and tracking labs, tests, and diagnosis.
- Recording patient symptoms, medical history, vital signs, lab and imaging results, medications, and updates into EMR throughout the consultation process.

Student Manager | Digital Output Center

August 2020 - May 2024

- Maintaining positive customer relations working with local artists by implementing successful fine art reproduction techniques.
- Empowering employees with a strong base of knowledge and necessary resources to successfully complete daily tasks.
- Using Cut Master 4, Image Print, and Onyx RIPCenter to process files to six wide format printers, a vinyl cutter, and one 3D printer, while paying attention to regular maintenance demands.
- Color correcting, and merging large art files in Adobe Photoshop.
- Handling routine issues independently and coordinating solutions to complex operational problems.

3D Medical Modeler Intern

Sonntag Spine VR Lab | Barrow Neurological Institute

June 2023 - August 2023

- First lab intern to create anatomically correct spinal pathology 3D models for medical residents' neurosurgical learning. Applied in a virtual and mixed reality simulation library to practice neurosurgery on a 3D printed cadaver.
- 3D modeled patient CT and MRI scans in 3D Slicer. Sculpted correct anatomical form in ZBrush. UV Mapped in Autodesk Maya.
- Baked high poly UV map onto low poly object in Substance Painter to lower data while maintaining visual clarity.
- Textured 3D model in Substance Painter to be immersed in Unity.