



Jim Stanis

jimstanis.com

<http://vimeo.com/91000244>

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SUMMARY

Skilled artist with over 8 years professional experience as a 3D animator and medical illustrator. Strong background in traditional art mediums such as oil painting, figure drawing and sculpture, which have served as a solid foundation from which to learn to model, sculpt, paint, texture, light and animate in 3D. Motivated, creative problem solver able to work well under pressure to ensure critical deadlines and all aesthetic goals are met for clients such as Quest Diagnostics, Philips, Mars Inc, Johnson and Johnson, Cancer Treatment Centers of America and more. Seeking professional and freelance positions in medical and scientific illustration and 3D modeling and animation.

EXPERIENCE

Scientific Visualizer, 3D Artist - theVisualMD.com

New York, NY — 2007 - 2014

Job Responsibilities:

- Creation of 3D models, animations, and illustrations that highlight and reveal gross and micro anatomical structures, pathologies and biological processes
- Research relevant medical information from scientific and medical journals, books and websites to ensure scientific accuracy
- Collaboration with colleagues to improve upon and learn new workflow techniques

Technical Responsibilities:

- 3D modeling and animation
- Creation of 3D models of molecular structures from pdb and swf data
- Creation of particle flow simulations within 3D Studio Max including Orbaz PF Tools Box #2 and #3
- Lighting, texturing, camera animation, 3D procedural texture modeling and animation
- UV layout, mesh cleanup and optimization
- Render pass management, farm rendering
- Post production special effects and video compositing, video preparation for HD video and web
- Extraction of 3D models of gross anatomical structures from DICOM, CT, MRI and cyromacrotone data sets through the process of segmentation
- Troubleshooting all of the above

Medical Illustrator - contract work

Illinois Bone and Joint Institute, 2006 - 2008

University of Miami, 2007

SKILLS

Art/Software Skills:

- 7 years experience using 3D Studio Max for modeling and animation, solid working knowledge of Maya and Cinema 4D
- Experience with Vray, Brazil, Mental Ray and Krakatoa renderers
- 5 years experience using Mudbox, ZBrush for 3D modeling
- 5 years experience using Headus Cyslice for mesh repairs, sculpting and UV layout
- 7 years experience using Eyeon Digital Fusion for dataset segmentation, post production and video compositing, strong working knowledge of Adobe After Effects
- 4 years experience using Thinkbox Frost for advanced metaball effects
- 6 years experience using Deadline Monitor for render farm management
- 12 years experience with Adobe Photoshop, strong working knowledge of Adobe Illustrator, InDesign and Dreamweaver
- 5 years experience with Darksim Darktree for 3D procedural texture creation

- Strong painting and drawing skills

EDUCATION

University of Illinois Chicago

MS Biomedical Visualization — 2007, Graduated with Honors

Columbia College Chicago

BA Studio Arts — 2001, Graduated with Honors

Additional Artistic Training:

2003 - Oil and egg tempera painting seminar with Ernst Fuchs, Payerbach Austria

2002 - 2004 Figure drawing classes at The School of Representational Art, Chicago

2004 - Figure painting classes at The Palette and Chisel Academy, Chicago

EXHIBITIONS

- New York 3D Printshow, Metropolitan Pavilion, New York, NY Feb 12-15, 2014
- London 3D Printshow, Business Design Center, London Nov. 7-9, 2013
- “Strange Figurations” group show, Limner Gallery, Hudson, NY, Sept, 2013
- RAPID 2013 Conference, Contemporary Art Gallery, 3D printing exhibit, June, 2013
- “Bits to Its” 3D printed art show, The Landing Gallery, Rockland, Maine May 2013
- “Making it Real”, 3D printed art show, OCAD University, Toronto, Canada, May, 2013
- Botanic Gallery, Local group show, Bushwick, Brooklyn, NY, October 2011
- Gravity Sleeps Studios, group show, Brooklyn, NY, May 2011
- BoCoCa arts festival, Linger Lounge, Brooklyn, NY June-July 2011
- Mod Melange group show, Factory Studios, Brooklyn, NY, May 2010
- Mod Melange group show, DesignCo Studios, Jersey City, NJ, May 2009
- “Exposure” group show, Nude With a Goose, New York, NY, 2010
- Halloween group show, Echo Gallery, Chicago, IL October 2005
- Group Show, Of Art and Order Gallery, Chicago, IL June, 2005
- “Strange and Bizarre Art Show” Peter Jones Gallery, Chicago, IL, July 2004
- Solo Show, Burkhart Studios, Chicago, IL, 2001

RELATED EXPERIENCE

4 Years Experience working in prepress print production, photo retouching and graphic design

Press, Type and Copy, Chicago, IL 2003 - 2005

Chromatech Printing, Des Plaines, IL 2001 - 2003

AWARDS AND ACHIEVEMENTS

2013 Healthcare Advertising Awards competition - Silver – Special Video – “The Anatomy of Cancer, What is Cancer?”. Participated in working on the video for Cancer Treatment Centers of America. while employed at TheVisualMD

2007 - “Glomerulus” illustration wins best student piece in the Salon show at the annual meeting of the Association of Medical Illustrators·