

EXECUTIVE SUMMARY

I am an award-winning graphics professional with more than fifteen years of experience using digital and traditional media to tell accurate and clear visual stories. I am passionate about offering insightful and new perspectives about science and nature through infographics, illustration, animation and data visualization.

EXPERIENCE

Manager, Graphic Production, *National Geographic Magazine*

April 2019–present

Pitches, reports and produces graphics, data visualizations, and illustrations for print and web in collaboration with text and photo editors, designers, and researchers. Manages the NGM Graphic Production team of three associate graphic editors that ensure maps and graphics meet technical printing requirements. Hires and trains new staff on best practices and the latest tools. Coordinates with multiple teams to improve workflows and exchange assets.

Scientific Illustrator and Animator, *Diana Marques | Visual Science Communication*

2004–present

Tells stories for print and web using illustration, animation, information graphics and data visualization. Researched and created content using complex data for over 20 scientific journals, 3 textbooks, 8 museum exhibitions, and 1 postal stamp series. Clients include Annual Reviews Journals, the Smithsonian's Natural History Museum, the National Zoo, Science Gulbenkian Institute and Champalimaud Foundation, among others.

PhD Researcher, *University of Porto, UT Austin | Portugal Colab*

2011–2017

Produced and designed Skin & Bones, an augmented reality mobile app for the Smithsonian's National Museum of Natural History. Researched museum visitor experiences with augmented reality technology. Led a team of volunteers, interns and contractors in applying data collection methods. Used advanced statistical analysis with commercial and customized analytical tools.

Assistant Lecturer at the Drawing Master's Program, *University of Lisbon*

October 2010–January 2013

Developed and taught Scientific Drawing curriculum to 20 master students per year. Coursework included field sketching trips and assignments in zoological and botanical illustration using traditional and digital media. Mentored students, participated in multiple juries, and co-advised four master's theses.

SELECTED AWARDS

- Lowell Thomas Travel Journalism Competition, Multimedia Single Work Gold Award—[The lights are twinkling in the Great Smokies](#), September 2022
- Society for News Design Award of Excellence—[The Race to Vaccinate](#), November 2020
- Guild of Natural Science Illustrators' Special Project Award—[Social media strategy](#), 2018
- 100 Portuguese Women in Science, 2016
- Finalist in the The Vizzies (NSF Visualization Challenge)—[Skin & Bones mobile app](#), 2015
- Gold MUSE Award in Games and Augmented Reality—[Skin & Bones mobile app](#), 2015

EDUCATION

PhD in Digital Media, *University of Porto, UT Austin | Portugal Colab*

October 2011–July 2017

Graduate Certificate in Scientific Illustration, *University of California Santa Cruz*

August 2003–May 2004

Certificate in Science Illustration, *Autonomous University of Lisbon*

September 2002–May 2003

Licenciatura (5-year bachelor's degree) in Applied Animal Biology, *University of Lisbon*

September 1997–October 2002

SKILLS

Traditional illustration: graphite, carbon dust, pen & ink, watercolor, gouache, colored pencil, and acrylic

2D and 3D illustration, graphics and data visualization: Adobe CC (Photoshop, Illustrator), AutoDesk Maya, Blender, Pixologic Zbrush

Animation: Adobe After Effects

Publishing: Adobe InDesign

Video production: Adobe Premiere

Soft skills: detail-oriented, reliable, kind, collaborative, organized

VOLUNTEER EXPERIENCE

Member of the Board of Directors, *Guild of Natural Science Illustrators*

2015–2019

Elected and served as Membership Director (2015-2016), Outreach Director (2016-2018) and Head of Website Committee (2017-2019). Assisted members and improved communication between local chapters and the Board. Oversaw and developed strategy for social media, web, and journal publication. Led efforts to create a new website by researching and selecting a membership management service, overseeing user interface design, recruiting professional writers, transferring database information and training new volunteers.