

RESUME

Diana Marques | visual science communication
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EXECUTIVE SUMMARY

Nearly 15 years of cumulative experience in visual science communication using digital and traditional media. Detail-oriented, reliable, independent and with an organized work practice. Capable of depicting subjects in an accurate and appealing fashion and of communicating with experts during project research and revision.

EMPLOYMENT HISTORY

Scientific Illustrator and Animator

Diana Marques | Visual Science Communication
2004-present

Assistant Lecturer

Drawing Master's Program (Portugal)
College of Fine Arts, University of Lisbon
2010–2013

Guest lecturer

Illustration Master's Program (Portugal)
Higher Institute for Education and Sciences
2009–2012

Guest lecturer

Scientific Illustration Program (Portugal)
University of Aveiro
2012–2013

Outreach Director

Guild of Natural Science Illustrators (USA)
2016-present

Membership Director

Guild of Natural Science Illustrators (USA)
2014-2016

EXPERIENCE

2D and 3D Illustration and Animation Development

Researches and creates scientific illustrations and animations for print and online scientific journals and textbooks, museum exhibits, postal stamps and science outreach events. Clients include the Natural History Museum in Lisbon, Annual Reviews Journals, Champalimaud Neuroscience Programme, textbook publisher Santillana, and the United Nations Postal Administration. At the Smithsonian's National Museum of Natural History, collaborated closely with multiple scientists in the production of 2D and 3D illustrations for print and online scientific journals; also contributed to the Museum's exhibitions such as the Ocean Hall with the animation *Evolution of Whales* and illustrated the lesson plans for the webcomic *Secret in the Cellar*. For the Science Gulbenkian Institute storyboarded, illustrated and animated the double award-winning video animation *Me and My Body* intended for classroom use.

Digital Media Production and Design

Co-managed and produced the mobile app *Skin & Bones* for the Bone Hall exhibition at the Smithsonian's National Museum of Natural History. Responsible for designing and producing the graphic user interface, storyboarding interactives, producing video and captions, editing scripts and creating 3D digital models. The app, which features 3D augmented reality technology, was developed as an educational resource and aimed to enhance the overall visitor experience and increase accessibility.

Teaching and Outreach

Developed and taught Scientific Drawing curriculum to an average of 20 master students per year (2010-2013). Course work included field sketching trips and assignment completion using traditional and digital media, in subjects of zoological and botanical illustration.

Participated in multiple juries and co-advised four master students.

Created and instructed visual science communication workshops at multiple informal education venues, such as the live butterfly house at the botanical garden of the University of Lisbon (2011-2013) and Manuel de Brito Art Center in Algés (2010).

Participated in numerous outreach events that involved communicating with a general audience, including *Anatomy of Sports Day* (2013) at the National Museum of Health and Medicine, and *European Researchers' Night* (2009) at the Gulbenkian Foundation in Lisbon.

PROFICIENCIES

Traditional illustration skills using:

graphite, carbon dust, pen & ink, watercolor, gouache, colored pencil and acrylic.

Digital communication skills on both Macintosh and PC platforms using:

- *2D and 3D illustration and animation*: Adobe Photoshop, Adobe Illustrator, AutoDesk Maya, Blender, Pixologic Zbrush, Adobe After Effects
- *Publishing*: Adobe InDesign, iBooks Author
- *Video production*: Adobe Premiere, MacCaption
- *Web*: Adobe Dreamweaver, Adobe Muse, Wordpress

SELECTED HONORS AND AWARDS

- Special Project Award, Guild of Natural Science Illustrators | 2018
- 100 Portuguese Women in Science, Ciência Viva, Lisbon | 2016
- Finalist in the Interactive category of the Visualization Challenge (Vizzies), National Science Foundation and Popular Science Magazine | 2016
- Gold MUSE Award in Games and Augmented Reality, American Alliance of Museums, presented to NMNH | 2015

EDUCATION

PhD in Digital Media

University of Porto, UT Austin | Portugal Colab
2011-2017

Graduate Certificate in Scientific Illustration

University of California Santa Cruz
2003-2004

Certificate Science Illustration Program

*Autonomous University of Lisbon,
Institute of Arts and Crafts*
2002-2003

Licenciatura (5-year bachelor's degree)

in Applied Biology to Animal Resources
College of Sciences, University of Lisbon
1997-2002

Introduction to Drawing Certificate Program

National Fine Arts Society, Lisbon
1995-1998