

EXPERIENCE, CONT.

August 2007 – September 2007 **eTrinsic, Inc. Denver, Colorado**
Freelance Medical Illustrator
Created storyboards for **Realize® Gastric Band** 3D interactive teaching module

July 2007 – August 2007 **Rocky Mountain Regional Trauma Center, Denver**
Freelance Medical Illustrator

- Collaborated with Dr. Jeffry Kashuk, Level 1 trauma surgeon
- Developed a 2D animated presentation describing Decompressive Faciotomy

March 2006 – June 2007 **Wes Price Illustration Denver, Colorado**
Freelance Medical Illustrator

- Created original work that contributed to the **Amirsys, Inc's** proprietary database of human anatomy images, appearing in their successful **Diagnostic Pathology** series
- Collaborated with an international team of medical imaging and pathology experts
- Illustrations help doctors recognize and treat complex pathology

September 2002 – April 2003 **Wes Price Illustration Fort Collins, Colorado**
Freelance Illustrator

- In conjunction with **Buena Vista Games**, created conceptual storyboard art for **Herbie Fully Loaded**, a Nintendo Gameboy Advance racing game that coincided with the Disney Motion Picture release
- Rendered identity logos and promotional art for a variety of local clients including the Fort Collins Food Co-op, David Knight Psychotherapy, Roots Massage, KRFC 88.9FM

October 2001 – September 2002 **Visible Productions, L.L.C. Fort Collins, Co**
Medical Animator

- Animated scientific and medical procedures in both 2D and 3D (Autodesk 3D Studio)
- Realistically texture mapped several anatomy models for a **National Geographic** television special entitled **The Incredible Human Body**, airing on PBS 02/26/02
- Completed additional animation titles: **A Journey through the Female Reproductive System** for Prentice Hall, and **ADAPT™ Ports** for Taut® Inc.

March 2001 – October 2001 **HIGH Museum of Art Atlanta, Georgia**
Museum Preparator

- Assisted in hanging, maintenance and transport of several world class art exhibitions

September 2000 – October 2001 **Wes Price Illustration Atlanta, Georgia**
Freelance Medical Illustrator

- Illustrated nearly 20 anatomy sites critical to anesthesiology for **Harcourt Health Sciences**
- Images appear in a CD-Rom entitled **Interactive Regional Anesthesia by Dr. Fernandez**
- Collaborated with Dr. Gene Branum and ALPS Evidence & Photo to create a 30 inch x 40 inch Medical Legal presentation with overlay to illustrate problematic scar tissue formed after a surgery

February 2000 – September 2000 **Burningman Arts Festival Black Rock City, NV**
Lead Artist

- Developed **The Bathysphere** theme camp: designed structure, assembled team of programmers, writers and musicians; co-wrote a proposal that resulted in a successful front row placement of a very unique interactive sound installation

EXPERIENCE, CONT.

March 1999 – February 2000

Engineering Animation, Inc SLC, Utah

Lead Artist

- Pipeline artist for 3D real-time, Isometric and Side-scrolling video games
- Applied painted textures to 3D models for **Trophy Buck** and **Championship Bass**
- Concept artist for **The Dukes of Hazzard** racing game demo at 1999's E-3 Conference

October 1996 – March 1999

Engineering Animation, Inc Ames, Iowa

Lead Artist

- Served as Art Lead for a **K'nex: The Lost Mines of K'nexor**, conceiving unique environments for an isometric video game that complimented their new toy line
- Designed and animated textures for **Crazy Paint**, an interactive coloring book featuring classic Warner Bros. characters (Bugs Bunny, Daffy Duck, Porky Pig)
- Guided the interface design team with concepts of overall game UI on **Animaniacs: A Gigantic Adventure** side scrolling video game title
- Digitally manipulated special effects frames and created animated mattes for New Line Cinema's **Blade** starring Wesley Snipes
- Upgraded the 3D/2D graphics and animations for the Nervous, Digestive and Muscular system chapters on **Dynamic Human 2.0**, an interactive atlas of Anatomy and Physiology; winning the **Award of Excellence at the 1998 AMI Salon**
- Delivered two scenes of 3D animation for Merck & Co.'s prostate drug Proscar

June 1996 – October 1996

UGA College of Veterinary Medicine, Athens

Medical Illustration Intern

- Animated and illustrated surgical procedures for a variety of research veterinarians
- Produced 2D animations for an Avian Virology CD-Rom

EDUCATION

September 1994 – June 1996

Medical College of Georgia, Augusta

Master of Science in Medical Illustration

- One of only four accredited Medical Illustration graduate programs in North America
- Twenty one month curriculum immersed in the fundamentals of visual problem solving, traditional and digital illustration techniques along with intensive exposure to the health sciences
- 1995 Vesalius Trust Research Grant Recipient for Graduate Thesis entitled **Introduction to Looping: a 3-Dimensional Interactive Tutorial**
- Collaborated with researchers from the Developmental Biology Program to acquire color slide references of microscopically dissected embryonic chicken hearts
- Modeled in 3D the heart's developmental stages from Stage 10 to Day 5 using Electric Image
- Animated turnabouts that morph between stages to show the progression of heart growth
- Final results published as part of **Embryo: CD Color Atlas for Developmental Biology by Dr. Gary Schoenwolf**

September 1989 – June 1993

University of Georgia, Athens

Bachelor of Fine Arts in Interdisciplinary Studies; Scientific Illustration

- Four year hybrid art and science curriculum offered through the Lamar Dodd School of Art
- Built a solid foundation of traditional drawing, painting, sculpting and photography skills
- Mastered the ability to render exact form, color and light from direct observation
- Developed a broad understanding of science and techniques so as to communicate directly with an expert in any discipline of science, especially in the areas of natural and health sciences
- Created visual tools of communication solely for the service of scientific education
- Created a portfolio and résumé of classes required for acceptance in the Medical illustration Graduate program at the Medical College of Georgia

VOLUNTEER**August 1995 – November 2008****Brooklyn, NY/Denver and Ft. Collins, Co/Los Angeles, Ca**

- Directed a life drawing event for the Summer Studio, a week long workshop for regional teens who are interested in attending **the Art Institute of Colorado**
- Co-wrote a proposal entitled The Pebble Casserole for the **PlatteForum** Creative Residency, by which underserved youth in the Denver community would have a chance to produce animation
- Enabled traditional animations created by adults and young children during the Animation Station Workshop for the **2008 Denver International Film Festival** at the Starz FilmCenter
- Assisted **Colorado Indymedia** journalists in processing video footage at **Denver Open Media**, during the **2008 Democratic National Convention**
- Conducted a Stop Motion Animation Workshop for middle school students at Brooklyn's 826NYC writing center; final animations were projected August 20th, 2008 during the **2nd Annual 826NYC Film Festival** at the Brooklyn Academy of Music's (BAM) Theatre
- Combined a Stop Motion Animation Workshop with a Trigonometry class for the **Mapleton Expeditionary School of the Arts** in Thornton, to engage high school students in crime scene investigations using trajectory clues, triangles on a flat plane, and the Law of Sines
- Acted in the role of Tom Cooper, who is also the aging soap opera star Brad Starkey, in a rare Art Institute of Colorado student and faculty stage reading of Michael Weller's **Ghost on Fire**
- Animated opening titles for **Nobody**, a Video Production 2 student film for the Colorado Film School
- Acted in the lead role, illustrated DVD case and label art, for a **Colorado Film School** Video Production 1 student film entitled **La La Finds the Devil in a RigorMortis Cocktail**
- Organized a Stop Motion Animation Workshop to engage and inspire middle school art students to create original animated stories at **Dora Moore School** in Denver
- Participated in the Guerilla Studio at the **2006 Siggraph** Computer Graphics Conference
- Illustrated marketing and fund raising materials to help **KRFC 88.9 FM**, get back on the air and establish itself as Northern Colorado's non-commercial "homegrown" community radio station
- Managed a public art studio to create costumes and masks of local wildlife for the **Procession of the River Species**, an event to raise awareness of watersheds vital to the local ecology
- Donated museum preparator services to the **Fort Collins Museum of Contemporary Art**
- Collaboratively designed and delivered interactive artwork to the **Burningman Arts Festival** including the Bathysphere, Cosmic Recess and the Black Hole Bowling lane (1999-2008).
- Created marketing and t-shirt designs for the **2001 AMI Annual Meeting** in Asilomar, California
- Acted in a marketing production entitled **Enter the Donut: The Game Development Process**
- Assisted Tom White, a graduate of **MIT's Media Lab**, in exhibiting original graphics work in the Emerging Technologies Showcase at the **1995 Siggraph** Computer Graphics Conference

MEMBERSHIPS

- The Association of Medical Illustrators
- ASIFA-Colorado (Member of the Board)

WEBSITES

- www.cwprice.com
- <http://pebblecasserole.blogspot.com/>

References available upon request