



DELILAH J. PRZYBYLA

CONTACT

Address: Chicago IL, 60612

Phone: (716) 343-0704

Email: delilahprzybyla@gmail.com

Portfolio:

<https://www.delilahprzybyla.com/>

LinkedIn:

[linkedin.com/in/delilah-przybyla/](https://www.linkedin.com/in/delilah-przybyla/)

EDUCATION

University of Illinois at Chicago (UIC)

Biomedical Visualization MS

University of Rochester

Biology BA, Studio Arts Minor

SKILLS

- Medical Illustration
- Instructional Design
- Graphic Design
- 2D Animation
- 3D Modeling
- 3D Animation
- Project Management
- Client Interaction
- Organization
- Presentation

TECHNICAL PROFICIENCIES

- Adobe Creative Suite (Photoshop, Illustrator, AfterEffects, InDesign)
- Autodesk Maya & Autodesk 3DStudio Max
- Blender
- Maxon ZBrush
- Articulate
- Unity
- Microsoft Office
- Figma
- Notion

PROFESSIONAL EXPERIENCE

Freelance Medical Illustration & Design, 5/2023 – Present

Self-Employed

- Communicate complex scientific and medical concepts accurately and appealingly using varied mediums.
- Streamline communication and planning processes with diverse stakeholders including scientific content experts, non-profit organizations, clinicians, and medical-legal studios.
- Organize and scope all production stages effectively.
- Tailor deliverables to meet the needs of diverse audiences.

Diversity Committee Co-Chair, 9/2023 – Present

Association of Medical Illustrators

- Lead monthly committee meetings, organize outreach events, and recommend resources, strategies, and initiatives that promote Diversity, Equity, Inclusion, and Accessibility within the organization.

Textbook Illustrator, 2/2022 – 5/2023

UIC College of Nursing ASPIRE Project

- Collaborated with nursing content experts and production artists to create illustrations and scientific figures for OER Nursing Pharmacology textbook.
- Developed a style guide and project brief to ensure cohesive designs and successful communication of Learning Objectives.

Graduate Researcher, 6/2022 – 5/2023

UIC Biomedical Visualization Master's Program

- Synthesized extensive research in learning theory, instructional design, human motivation, multimedia design, and web accessibility into a toolkit of research-based best practices for interactive design.
- Designed and developed a patient healthcare interactive intervention to educate low-outreach general populations about breast cancer risk factors and screening methods.

Graduate Teaching Assistant, 8/2022 – 5/2023

UIC College of Applied Health Sciences – Ethics Law in Health

- Encouraged student growth by identifying areas of improvement in their written submissions and offering detailed feedback rooted in ethical principles.

Pre-Production Team Lead 10/2021 – 10/2022

Vesalius Trust-A-Thon Annual Design Sprint

- Created winning educational game in two-week design sprint for two consecutive years of competition.
- Year 1: Wrote the script and collaborated with pre-production team to design learning objectives and game mechanics.
- Year 2: Directed an eight-person pre-production team in story development, character design, and level design; independently created all UI elements and animated the credits.



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VOLUNTEER EXPERIENCE

Diversity Committee Co-Chair

(9/2023 – Present)

Association of Medical Illustrators

Diversity, Equity, and Inclusion Co-Chair and Founding Member

(6/2022 – 5/2023)

*Student Association of Medical Artists (SAMA)
at UIC Biomedical Visualization Program*

PROFESSIONAL MEMBERSHIPS

Association of Medical Illustrators

Guild of Natural Science Illustrators

AWARDS

Chancellor's Student Service Award (2023)

Awarded for campus & community service

Commitment to Diversity Award (2023)

Awarded to SAMA for inception of DEI chair

Vesalius Trust-A-Thon (2021 & 2022)

Overall design challenge winners

EXHIBITIONS

Association of Medical Illustrators Salon
(2023)

The Next Generation in Biomedical
Visualization (2023)

Student Association of Medical Artists Art
Show (2023)

PRESENTATIONS

Project Scientist Scholars (12/2023)

Presented about the field of medical illustration in collaboration with Project Scientist, a nonprofit dedicated to providing STEAM experiences to underserved and marginalized girls.

Nevada State Biology and Environmental Science Colloquium (11/2023)

Invited to present an overview of the profession of medical illustration to undergraduate students as well as tips for applying to graduate programs and working in the field.

Outreach Workshop: UIC Urban Health Early Outreach Program (7/2022, 7/2023)

Presented an overview of the field of medical illustration to 5th - 8th grade students in the URHEOP, a pre-college program dedicated to supporting students who are under-represented in medical and health sciences professions. Constructed and led a group activity where the students designed their own educational learning game.

Printing Accessibility Workshop (3/2023)

Presented a virtual workshop in collaboration with an accessibility consultant about ensuring accessibility in artistic works and exhibitions.

CARLI Support for Creation of Open Educational Resources (3/2023)

Invited to present about visual science communications as part of an educational discussion series about the Advancing Open Educational ReSources and Visual Pedagogy for DIVERse StudEnts (ASPIRE) Project proposed by Dr. Karen Vuckovic.

Student Association of Medical Artists (SAMA) Student Workshop Series (2/2023)

Presented a hybrid in-person and virtual workshop to undergraduate and graduate students entitled "Theatrical Lighting Principles for 3D Models & Animation".

PROFESSIONAL SUMMARY

Dynamic Biomedical Visualization Specialist adept at creating engaging visualizations that inspire learning and motivation. Capable of thriving in both collaborative team settings and independently managing projects. Proficient at every level of the production pipeline from inception to execution, leading to excellent cohesion between initial client conversations and implementation of project objectives. Adaptable in applying existing design strengths as well as learning new visualization techniques and tools to tailor each project to its intended purpose and audience.