

# RAYMOND ZHANG

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## EDUCATION

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### Masters of Science in Biomedical Communications (Medical Illustration & Visualization)

University of Toronto | SEP 2024 – APR 2026 (EXPECTED)

- Master's Research Project (*In Progress*): Development of a 3D-animated interactive learning platform aimed at improving medical students' understanding of embryological structures and processes.

### Bachelor of Health Sciences (Honours)

McMaster University | SEP 2020 – APR 2024

- Concurrent Certificate of Professional French (SEP 2020 – APR 2024)

## EXPERIENCE

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### Medical Media Designer (Thesis Student), Division of Anatomy at the Department of Surgery

University of Toronto | APR 2025 – PRESENT

- Applying evidence-based design principles to conduct formative needs assessments in the form of literature searches and user surveys with students/instructors, identifying key learning gaps and opportunities for growth.
- Synthesizing literature on medical visualization to guide storytelling, animation styles, and interactive design.
- Evaluating tools and export pipelines to maximize compatibility with communication goals (e.g. ZBrush, Maya, Unity)

### Digital Science Communications Associate, PRiME Next-Generation Precision Medicine at UoT

University of Toronto | OCT 2024 – APR 2025

- Collaborated with PRiME team and other key stakeholders to revamp the company website, working with the web development team to design visual assets and plan layouts.
- Designed engaging layouts/visuals and wrote copies for outreach campaigns, while also coordinating a social media posting schedule across various platforms to boost public relations and increase brand awareness.

### 3D-Printing & Multimedia Assistant, Lyons New Media Centre (Permanent Part-Time)

McMaster University | SEP 2021 – APR 2024

- Worked closely with science and engineering students to design 3D models, utilize relevant software, and operate advanced engineering instruments such as 3D printers and VR headsets.
- Utilized prior expertise in health sciences and knowledge of key design principles to assist students with biomedical engineering projects, including the design of medical device prototypes, molecular models, and lab equipment.
- Designed visually appealing graphics and illustrations for posters, social media and other promotional materials using a wide variety of media tools (*Illustrator, Photoshop, Figma*), adhering to university branding/accessibility guidelines.

### Junior Media Specialist, Lyons New Media Centre (Contract Full-Time)

McMaster University | MAY 2022 – SEP 2022

- Designed the centre's official mascot and branding material, closely following style guidelines provided by supervisors for use in social media, posters, and other promotional materials.
- Juggled numerous ad hoc projects commissioned by the media centre and McMaster libraries, using my versatile skillset to deliver compelling visuals, email templates, mascot designs, and other materials within given deadlines.

## SKILLS

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**Adobe Creative Cloud:** Illustrator, Photoshop, After Effects, InDesign

**3D Modelling & Animation:** ZBrush, Cinema 4D, Blender, Autodesk Maya

**UI/UX Design:** User research and analysis, Wireframing, Prototyping (*Figma*)

**Programming & Web Design:** HTML, CSS, JavaScript, GitHub, Squarespace

## HOBBIES & INTERESTS

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- 💻 Experimenting with and testing the boundaries of digital design tools such as *Blender, GitHub Copilot*, etc.
- ⌚ Designing constructed languages and fictional writing systems for books, games, and other media on Fiverr.
- 🌐 Updating Wikipedia articles, contributing hundreds of edits to various pages that pique my curiosity.
- 🍜 Developing and trying out new recipes from all walks of life and from all over the world.