

# Minyan Wang

## Biomedical Communicator

### CONTACT

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ToMinyanWang@gmail.com  
www.MinyanWang.com  
1•647•963•3307

3247 Anderson Cres.  
Mississauga, ON, Canada  
L5N2Y4

### EDUCATION

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2010 - 2012 **University of Toronto**, Institute of Medical Science, Faculty of Medicine  
Master of Science in Biomedical Communications (MScBMC)

2005 - 2010 **Queen's University**, Department of Biochemistry, Faculty of Arts and Science  
**Bachelor of Science (Hons.)**

- Major in Biochemistry

**Bachelor of Computing (General)**, Department of Computing

### RESEARCH PROJECT

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Apr 2011 – Aug 2012 **Behind the Heel Lance** - An educational 3D animation completed in conformity with the requirements for the degree of MScBMC

- Conceptualized, storyboarded and animated an educational 3D animation aimed to teach nurses about neonatal pain
- Presented at the 9th International Symposium on Pediatric Pain in Stockholm, Sweden

### WORK EXPERIENCE

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Sep 2013 – present **Bridgeable Research + Design (formerly Cooler Solutions)** - A boutique research and design firm  
**Biomedical Communicator**

- Worked in a team to design educational experiences and games on various platforms
- Took part in ideation, conceptualizing, meeting with clients, and producing visual assets
- Created motion graphics for various projects

Jun 2007 – present **Independent Contractor**  
**Biomedical Communicator, Designer, Programmer**

- Clients include health groups, editors, personal business owners

Feb 2013 – Aug 2013 **LeaderLine Studios Inc.** - A Toronto-based Biomedical Communications studio  
**Biomedical Animator**

- Used Autodesk Maya to create 3D biomedical models and animations
- Created 2D biomedical illustrations

Sep 2012 – Jan 2013 **Cooler Solutions** - A Toronto-based design company  
**Biomedical Communicator**

- Worked in a team to create an educational game
- Took part in ideation, conceptualizing, meeting with clients, and producing visual assets

## WORK EXPERIENCE (continued)

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- Jun 2008 – Aug 2008      **Biomotion Lab** - A psychology and computing lab at Queen's University  
**Research Assistant**
- Used C++ and OpenGL to program a rendering software that converts motion capture data into an animated 3D skeleton
  - Participated in a ten-day inversion goggles experiment that was featured on "The Daily Planet"

## VOLUNTEER EXPERIENCE

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- Nov 2012 – present      **BMC Alumni Association** - Association of alumni of the biomedical communications program at the University of Toronto  
**Secretary**
- Recorded meeting minutes and assisted in events
- May 2011 – Jun 2012      **IMS (Institute of Medical Science) Magazine** - A student-run magazine targeted towards members of the institute of medical science  
**Designer**
- Designed layouts and covers with a team
- Nov 2006 – Nov 2009      **Anaglyph Gaming** - An online indie gaming company  
**Composer and Concept Artist**
- Created background music and sound effects used in games
  - Designed game characters
- Sep 2006 – Apr 2007      **Arts and Science Undergraduate Society (ASUS)**  
**Graphic Designer**
- Designed flyers and ads featured in school papers

## TECHNICAL SKILLS

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### Digital Media

- Autodesk Maya
- Cinema 4D
- Adobe Photoshop
- Adobe Illustrator
- Adobe Flash
- Adobe InDesign

### Traditional Media

- Pen and ink
- Carbon dust

### Programming

- ActionScript 2 & 3
- C/C++, Java
- HTML, CSS, PHP, MySQL

### Additional

- FL Studio

## INTERESTS

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- arts
- science
- composing
- photography
- gaming
- programming
- dancing
- chilli pepper growing
- psychology
- martial arts

## REFERENCES

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Available upon request