Carolyn Whitmeyer

Professional Summary

Detail-oriented production specialist with a background in scientific visualization and a strong foundation in visual communication. Experienced in managing multiple deadlines for digital content creation, formatting, and cataloging while upholding high quality and accuracy to standards. A collaborative team player who continuously seeks to improve workflows and contribute to efficient production.

Contact

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LinkedIn Profile, Online Portfolio

Education

2012 – 2016
Temple University
Bachelor of Science, Biology

2016 – 2017
University of Glasgow and Glasgow School of Art
Master of Science, Medical Visualization & Human Anatomy

Technical Skills

General — Detail and deadline-oriented, proficient in project multitasking, file organization, and database management. Expertise in Microsoft Office (Word, Excel, PowerPoint, Outlook, Teams, Access). Strong independent and team contributor with fast learning and troubleshooting abilities.

Communication & Collaboration — Excellent interpersonal, written, and visual communication. Experienced with real-time collaboration tools including Google Workspace, Slack, Zoom, and GitHub.

Graphic Design — Skilled in layout, formatting, and graphic creation using Adobe Photoshop, Illustrator, InDesign, and Acrobat.

3D Modeling & Animation — Blender, Maya, Cinema 4D, and 3ds Max.

Biomedical Visualization — 3D imaging tools including Slicer, Chimera, and RCSB Protein Data Bank.

Interactive Media — Unity 3D and C#.

2D Animation & Video — Adobe After Effects, Premiere Pro, and Animate.

AI & Creative Tools — ChatGPT, Gemini, Canva, and Adobe's AI-powered tools.

Experience

Cambium Learning Group (CAI)
Production Associate | April 2021 – Present
Promoted from Production Assistant due to demonstrated expertise and leadership. Create detailed, client-specific graphics for standardized tests used nationwide. Upload graphics into the Item Tracking System, ensuring accuracy and accessibility. Collaborate closely with content teams to manage and prioritize incoming workloads. Identify process inefficiencies; develop and implement templates which streamline the graphic department's workflow. Develop training materials and lead training sessions for new and existing employees. Troubleshoot and resolve graphic display issues while maintaining strict confidentiality and test integrity.

Cambium Learning Group (CAI)
Production Assistant | 2018 – 2021
Produced high-quality custom graphics tailored for standardized tests, including adaptations for students with diverse learning abilities. Followed strict company and state style guidelines to ensure consistency and compliance. Assisted in employee training to support team growth and skill development.

Smithsonian National Museum of Natural History
Digitization Intern | 2018
Digitized botanical specimens by tagging, photographing, and entering data into the E-Museum (Emu) Database. Utilized professional-grade camera equipment to create accurate, high-resolution digital records. Supported the department's mission to build a comprehensive digital archive of specimens.

Games by Mason LLC
Senior Artist | 2018 – Present (part-time)
Independently develop and refine 2D/3D models and interactive assets for a complex skill-based game. Lead creative efforts in game design, publication, and marketing during weekends alongside full-time role.