



COLLEEN TANG POY

Biomedical Communicator & Artist

EDUCATION

2017–2019 MSc Biomedical Communications

Institute of Medical Science, Faculty of Medicine
University of Toronto

2013–2017 HBSc Psychology,
Neuroscience & Behaviour

Graduated specialist in Mental Health (Summa Cum Laude)
Department of PNB, Faculty of Science
McMaster University

TECHNICAL SKILLS

DESIGN-BASED

Digital Adobe Illustrator, Adobe Photoshop,
After Effects, InDesign, Procreate, Adobe
XD, Figma

Traditional Alcohol-based markers, carbon dust,
colour pencil, paint markers, pen & ink,
pencil

OFFICE-BASED

Google Suite, Powerpoint, Adobe Acrobat,
Microsoft Word, Dropbox, Trello, Slack

RESEARCH-BASED

ELAN, Miramatrix S2, Praat, Qualysis Tracker

TRAINING

2014–2016; 2018 **Accessibility for Ontarians
with Disabilities Act**

Accessibility Ontario; annual

2014–2016 **Anti-Oppressive Practice**

MSU Diversity Services; annual

2016 **SafeTalk—Suicide Alertness**

Livingworks Education

2016 **Tri-Council Policy Statement
2: CORE**

Panel on Research Ethics

AWARDS & SCHOLARSHIPS

2019 **Student Award of Merit**

Association of Medical Illustrators

2019 **Research Grant Recipient**

The Vesalius Trust (\$500 USD)

2013–2017 **Dean's Honour List**

McMaster University

2016 **Moulton College Scholarship**

McMaster University (\$1000 CAD)

2015 **People's Choice TEDEd Talk**

MacIntroPsych

2015 **First Year Service Award**

McMaster Residence Life

2013 **President's Entrance Award**

McMaster University (\$2500 CAD)

WORK EXPERIENCE

- 2021–present **Freelance Designer & Illustrator**
Self-employed; based in Boston, MA
Interfaced with clients within and outside of the scientific domain—across public education, entertainment, and the general public—to create visual assets including, but not limited to: 2D animations, logos, album covers, customized art prints, and short form comics. Involved with projects through various phases: from ideation all the way to final product, or for only one part of the design process.
- 2019–2021 **Graphic Designer**
Golnvo, Health Tech Design and Consulting Firm, Arlington, MA
Worked on UX design projects for clients ranging from health tech start-ups to US Government health organizations at a national scale. Responsibilities include researching and creating artistic concepts to explain user journeys and showcase products, designing pixel mockups, layouts, interactions, graphics, and illustrations, and performing and documenting user testing.
- 2018–2019 **Design Team Member**
Institute of Medical Science Magazine, University of Toronto, Toronto, Ontario
Worked in a team of other student volunteers from the Biomedical Communications program to produce the layout and graphics for the magazine's quarterly issues and 50th Anniversary edition.
- 2018 **Teaching Assistant**
Department of Biology, University of Toronto Mississauga, Mississauga, Ontario
Led weekly tutorials (50-minutes; ~40 students) for an undergraduate health science communication course—HSC200—teaching basic technical skills for Adobe Illustrator and Adobe Photoshop. Other duties include marking assignments.
- 2015–2017 **Teaching Assistant**
MacIntroPsych, McMaster University, Hamilton, Ontario
Led two to three weekly tutorials (50-minutes; ~26 students each) for two undergraduate courses—PSYCH 1X03; PSYCH 1XX3—teaching the foundations of cognitive psychology and neuroscience through interactive activities, case studies, and discussion. Duties involved marking online and in-class participation; ideating, producing, and testing of tutorial resources; and engaging with students during weekly office hours, and online via Twitter.
- 2016–2017 **Edwards Hall Residence Orientation Advisor (ROA)**
McMaster Residence Life, McMaster University, Hamilton, Ontario
Led a team of seven hired representatives to help 98 first-year students move-in to Edwards Hall and ease the transition to university—academically and socially—by planning and implementing engaging and accessible in-hall Welcome Week events and events throughout the academic year varying in energy levels and targeted McMaster Residence Life strategic priorities; events were planned independently or in collaboration with campus partners and other Residence Life Staff.

RESEARCH EXPERIENCE

- 2016–2019 **Masters Research Project**
Biomedical Communications, University of Toronto
Improve undergraduate students' understanding of the connectedness of glucose metabolism pathways through Digital Game Based Learning (2D game). In collaboration with Dr. Roula Andreopoulos and Dr. Sian Patterson (Department of Biochemistry, University of Toronto); supervised by Dr. Derek Ng.
- 2016–2017 **Senior Thesis Student**
Digital Music Lab, PNB Department, School of the Arts, McMaster University
Designed and conducted an experiment investigating the effects of synchrony on perceived Levels of attractiveness in the context of dance using eye-tracking. A poster and thesis paper were created.
- 2015–2016 **Student Behaviour Analyst**
Brain Injury Services Hamilton, Hamilton, Ontario
Employed applied behavioural analysis therapy (discrete trial training) for a client with a brain injury, and recorded and documented their progress in weekly presentations and a final summative paper.
- 2015–2016 **Research Assistant**
Digital Music Lab, PNB Department, School of the Arts McMaster University
Ran participants and analyzed data for eye-tracking and dance experiments. Additionally, assisted in processing motion capture data for an avatar in a rehabilitation game for those with Parkinson's disease.

Presentations

- 2019 **European Conference on e-Learning**
Poster presented "Sugar scramble: A game-based approach to learning glucose metabolism" for the 19th European Conference on e-Learning, Berlin, Germany. In collaboration with Ng, D., Andreopoulos, S., Patterson, S., & Jenkinson, J.
- 2019 **Association of Medical Illustrators Conference**
Vesalius Scholars Session Lightning TED talk for "A Digital Game-Based Approach to Learning Glucose Metabolism". Association of Medical Illustrators; The Vesalius Trust
- 2017 **Society of Music Perception and Cognition Conference**
Poster presenter, presented "Pupil Dilations and Dancing in Tempo: Effects of Synchrony on Perceived Levels of Attractiveness"; University of California San Diego.

Publications

- Woolhouse, M. & Tang Poy, C. (2020). The attraction of synchrony: A hip-hop dance study. *Frontiers of Psychology*. doi: 10.3389/fpsyg.2020.588935
- Ng, D., Andreopoulos, S., Long, S., Tang Poy, C., Patterson, S., & Jenkinson, J. (2020). Enhancing learning of glucose metabolism through animations and gaming. Case history published in the 2020 International e-Learning Excellence Awards book.