My Digital Career
Kate Patterson *Visual Science Communicator*

I'm Kate and I bring complex scientific concepts to life. I didn't always do this, once upon a time I was a vet. I worked with animals and after a while working with cancer in animals made me want to study oncology.

I did a PhD and for that I created all these visualisations to explain my research. I'd always really been interested in art and design and it was a natural progression from what I was doing. Other scientists really liked them as well and they started asking me to make illustrations for them.

So, you know, like Figure 1, Figure 2 in your textbook, well I started designing those and that actually turned into a whole new career. First, I was making still images, then that moved into animations and now finally, I'm making 3D designs for virtual reality.

When you put on a headset you are inside a cell and you can see these molecules and you can actually interact with those, almost like a game. It really helps people understand biology and disease in a way that's immersive and really powerful.

I never planned on working in VR. VR wasn't really accessible when I was in school but I'm really glad that it came along because it's really important. The more complicated science gets and the more people want to understand, the more important it becomes to find new and better ways of explaining it.

Class Discussion

Kate started her career as a vet. What is an area of interest for you?

How might that area change in the future with new technology?

What technological development do you find most interesting or exciting?

What big problems could you solve by combining your area of interest with your favourite tech?