

# SuAnne Fu

Savannah, GA

Email: suannefu@gmail.com

**Education:** *Program of Computer Graphics, Cornell University, Ithaca, NY*  
Masters of Science in Architectural Science (Computer Graphics)  
Minor: Computer Science, Graduated: May 2002

*Cornell University, Ithaca, NY*  
Bachelor of Fine Arts in Combined Media  
Bachelor of Arts in History of Art  
Dual Degree Program (Simultaneous completion of 2 degrees), Graduated: May 1999

**Related Courses:**

Perception Psychology	Drawing	Photography	3D Modeling
Intro to Computer Graphics	Sculpture	Image Compositing	Computer Animation
Software Engineering	Painting	Color Theory	Web Design

**Skills:**

*Art/Design:* UX Design, Web Design, Drawing, Painting, Photography, Sculpture  
*Programming:* Java, Javascript, HTML, DHTML, CSS, ActionScript, Processing  
*Software:* Adobe Photoshop, Illustrator, Premiere, Encore, Maya, Softimage, 3D Studio Max, Dreamweaver, Flash  
*Languages:* Fluent in English and Chinese (Mandarin)

**Experience:**

**Founder, Art Director** September 2010-Present  
*Tipping Point Design Group, LLC, Savannah, GA*

- Coordinated Designers, Programmers, and Special Consultants for projects
- Art Direction for Web Design Project and 3D Renderings
- Met with Clients for project requirements

**Interactive Design and Game Development Online Graduate Coordinator** 2008-Present  
*Savannah College of Art and Design, Savannah, GA*

- Coordinated online graduate reviews and co-created graduating guidelines
- Advised online graduate students with course sequencing

**Professor of Interactive Design and Game Development** 2003-Present  
*Savannah College of Art and Design, Savannah, GA*

- Lectured for graduates and students starting their Majors on theories of interactive design.
- Supervised student senior projects for interactive and game design
- Developed e-learning courses for distance education

**Professor of Computer Art** Jan – Aug 2003  
*Savannah College of Art and Design, Savannah, GA*

- Instructed graduate level course on concept development in preparation for theses projects.
- Lectured for historical traces on electronic arts in commercial and artistic productions

**Research/Teaching Assistant** 1999-2002  
*Program of Computer Graphics, Cornell University, Ithaca, NY*

- Researched perception psychology influences in art and technology
- Assisted in curriculum organization of Computer Animation course, and assisted lectures of 3<sup>rd</sup> year Architecture design studio.
- Presented lectures on Principles of Animation or Web Design, and gave instructional sessions on Photoshop, HTML, and AdobeFlash.

**Web Designer** 1997-98  
*Meetinghouse Technologies, Ithaca, NY*

- Designed Web sites for government associated projects

- Worked with team of programmers for site implementation

**Current Courses:**

(Developed and taught following courses)

ITGM 121 – Introduction to Game Development

- Fundamental concerns for Game Careers and Development

ITGM 122 – Introduction to Interactive Design

- Fundamental concepts for web technologies and installation art

ITGM 220 – Core Principles in Programming

- Fundamental concepts for computer programming

ITGM 220 – Core Principles in Interactive Design

- Fundamental concept for user interface and user experience design

ITGM 241 – Survey of Interactive Entertainment

- Survey of milestones in computing and interactive history.

ITGM 260 – Interactive Design

- Introductory course on Flash basics

ITGM 405 – Senior Studio I

ITGM 465 – Senior Studio II

ITGM 490 & 749 – Undergraduate and Graduate Portfolio

ITGM 705 – Interactive Design and Media Application

- Media and Theory introduction for incoming graduate students

ITGM 715 – Interactive Web Design

- Graduate course surveying web technologies in HTML, CSS, and Flash

ITGM 720 – Interactive Art and Culture

- Graduate course on art trends and cultural influences involving interactive design

ITGM 755 & 765 – Graduate Studios for MFA Thesis Development

ITGM 790 – MFA Thesis

**eLearning Courses:**

(Fully authored content for 10 week courses to be delivered in BlackBoard)

ITGM 749 – Graduate Portfolio

ITGM 755 – Graduate Thesis I

**Past Courses:**

CMPA100 – Introduction to Computer Art Applications

CMPA745 – Graduate Thesis Studio I

CMPA795 – Graduate Thesis

ITGM120 – Introduction to Interactive Design and Game Development

ITGM405 – Senior Studio I

ITGM465 – Senior Studio II

ITGM705 – Interactive Design and Media Application

CMPA241 – Survey of Electronic Arts

**Lectures:**

FMX Conference, "Creating Space and Identity through Rich Media Content for Interactive Design," Stuttgart, Germany May 2008

**Research Papers:**

*The Impossible Vase: An Exploration in Perception.* Cornell University. 2002

*Iconography of the Dream of the Red Chamber.* Cornell University. 1999.

**Graphic Publications:**

*Siggraph 1999 Course Proceedings.* "This is Also Not a Pipe." CG reinterpretation of Magritte's *La Trahison des Images* used in introductory course and proceedings by Jim Ferwerda on Human Perception Metrics applied in Computer Graphics.

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- Curation:** *Entelechy* (2004-2014):  
Curator of the student show for Interactive Design and Game Development at SCAD. This annual show involves coordinating events between Atlanta and Savannah campus to feature more than 50 of the best chosen works as a gallery exhibition. Locations for this show include the Pei Ling Chan Gallery, La Galerie Bleue, Habersham Courtyard, and River Club in Savannah, GA. This show at times coincided with the GDX Conference and has been covered by several of the Savannah television stations. The show's work include game art, sculpture, digital installation, interactive publications and other types of digital art works.
- Exhibitions:** *The Impossible Vase* (2002):  
A digital projection installation combining elements of perception and computer graphics to create a unique visual experience through light projection. The projected images are cast upon solid objects rather than a traditional flat canvas. This installation will explore perceptual issues by deconstructing visual cues and analyzing the way our minds process visual information into a coherent story. The projected imagery, along with the movement of the three dimensional canvas, will create physical impossibilities to demonstrate when and where our perceptual process collapses. During these isolated moments, we can then analyze the paramount elements contributing to our minds' interpretation of a cohesive image and draw a correlation that may be applied to computer graphics. This piece was shown in the Olive Tjaden Gallery.
- Ghosts* (1999):  
An interactive video installation with the goal of provoking imagery and feelings amongst its viewers through sound cues. This piece hopes to explore the role of the spectator and how his or her personal experiences govern the perception of certain events. Together with sound, the visual projections should create an ambiguous yet controlled storyline, allowing the viewers freedom to draw their own interpretations based on his or her identification with either the sound clips or visual cues. This exhibition was shown at the Olive Tjaden Gallery.
- Images of Summer* (1997): A joint photography exhibition created in conjunction with six other students in the Willard Straight Gallery.
- Awards:**
- |  |                        |
|--|------------------------|
| <b><i>Presidential Fellowship Grant Recipient</i></b>  | Summer<br>2011-Present |
| Grant given for work on the interactive installation<br><i>The Banana and the Egg</i>  |                        |
| <b><i>Graduated with Honors – Cum Laudé</i></b>  | 1994-1999              |
| History of Art Honors Thesis   |                        |
| <b><i>Cornell Meinig National Scholar</i></b>  |                        |
| Recognition of leadership, academic, and service achievements through participation in the community.<br><i>Mentoring Liaison</i> : 1997-8; Coordinate meetings between students and university executive mentoring staff (e.g. Provost, President, VP of Information Technologies). |                        |
| <b><i>Presidential Councilor's Undergraduate Research Scholar</i></b>  | 1996-1997              |
| Recognition of undergraduate research in History of Art through internship at the Herbert F. Johnson Museum.   |                        |
- Professional Affiliations:** Member: ACM Siggraph (since 2001)  
Member: International Game Developers Association (2006-2009)
- Activities/Interests:** Publicity chair and e-board member for Cornell's Asian American Playhouse. 1997-2000  
Lead actor in *R.A.W. 'Cause I'm a Woman* by Diana Son, Cornell AAP Production.