

Suzanne R. Anderson

Moscow, Idaho | Interested in Hybrid Idaho, USA Remote | (208) 596 – 0816 | suzanne.ranae.anderson@gmail.com

suzanneranderson.com | linkedin.com/in/suzanne-ranae

With over a decade of professional experience in project management, instructional design, and 3D visualization development, I have held influential leadership roles as an Animation Lab Director and Teaching Professor. My innovative spirit is reflected in my proficiency in 3D modeling, animation, language preservation collaborations, and game development. I possess a diverse design technology skill set, a strong background in leadership, commitment to production processes, effective communication, and adept navigation of complexities to guide development journeys. My aim is to lead project teams to success by merging technical proficiency with creative ingenuity, thereby ensuring exceptional results. Bringing dynamic skills to the table to boost team productivity and embracing new challenges are always my priorities.

SKILLS & EXPERTISE

- **Hard Skills:** Alignment of projects with objectives; goal-oriented project management; proficient time management; flexible scheduling for project success.
- **Tools Used:** Slack, Discord, Basecamp, Zoom, WordPress, Microsoft Office Suite, Canvas, Git
- **Technologies worked with:** Adobe Suite (After Effects, Premiere Pro, Illustrator, Photoshop), Autodesk Suite (Maya, Mudbox, 3D Studio Max, Revit, AutoCAD) Blender, Substance 3D Painter, Unreal Engine, Unity for 3D and design, Cloud and SaaS, IT administration
- **Other:** Strong communication skills, troubleshooting abilities, a user-centric approach, Fluent in English

PROFESSIONAL EXPERIENCE

Washington State University (WSU) - Digital Technology & Culture (DTC) Creative Media Digital Culture (CMDC)

August 2020-2022 | Vancouver, Washington

Remote Adjunct Professor

- Co-led CMDC & DTC courses, overseeing DTC 497 capstone projects using Adobe Suite, Autodesk Suite, and Blender for visual content and 3D modeling, resulting in a virtual museum and text-adventure game preservation.
- Enhanced remote instruction with IT administration skills and tools like Slack, Basecamp, Zoom, and Cloud/SaaS contributed to a 25% increase in student engagement.
- Guided CMDC students in course selection and professional development, achieving a 90% success rate in career placements.
- Forged game design and virtual reality workflows using Autodesk Maya, Blender, Substance 3D Painter, Unreal Engine, and Unity.
- Orchestrated a live-streamed 3D Animation and Gaming Showcase, featuring diverse student productions from multiple courses and garnering external interest in student work.

University of Idaho - Interior Architecture Design

August 2020-2022 | Moscow, Idaho

Adjunct Professor

- Implemented design communication curriculum using Adobe Suite (Illustrator, Photoshop), AutoCAD, and Revit.
- Facilitated and instructed design software and visual communication techniques, resulting in an improvement in students' proficiency.
- Aligned design courses with industry trends and technologies in collaboration with faculty.
- Provided actionable feedback, fostering an enhancement in student skills and individual design styles.

- Specializes in 3D digital animation for DTC programs, ensuring optimal lab efficiency.
- Directed IT administration for the DAL, maintaining industry-standard equipment, and minimizing downtime.
- Managed IT components, improving the overall reliability of hardware and network systems.
- Led students through the 3D modeling and animation pipeline, achieving a 90% + success rate.
- Collaborated with interdisciplinary teams creating 3D projects, showcasing exceptional communication skills.
- Conducted workshops on Autodesk Maya and Blender, enhancing student proficiency.
- Contributed to a significant increase in student enrollment, mentoring over 1000 students.

PROJECT MANAGEMENT EXPERIENCE

King of Space, Amnesia Restored & The NEXT

Project Manager & Executive Team | 2020-2022

kingofspace.org | amnesia-restored.com | the-next.eliterature.org/visualizations

- Managed diverse restoration teams responsible for game development, animation, design, and promotion in DTC497 Senior Seminar, utilizing Agile techniques and tools like Slack, Zoom, and Basecamp for efficient collaboration.
- Enhanced project development by 15% through the integration of multimedia elements using Autodesk Maya, Blender, and Adobe Suite.
- Co-led The NEXT project, leveraging state-of-the-art technology to create an immersive virtual space with 3D models and turntable videos, achieving exceptional student retention and an enhanced user experience.
- Orchestrated the conversion of Amnesia Restored using Lean principles and the PMBOK framework, resulting in a 20% enhancement in animation quality.
- Strategically implemented Scrum, Lean principles, and Design Thinking methodologies, leading to a 25% increase in stakeholder satisfaction for King of Space and a 10% increase in student satisfaction for Amnesia Restored.

How Bald Eagle Became Leader of All Birds & Cricket Rides Coyote

Project Manager & Lead | 2019-2020

[3D Animated Short One](#) | [3D Animated Short Two](#) | [3D Animated Short Three](#)

[Cricket Rides Coyote Animations \(schitsu'umsh \[Coeur d'Alene\] Curriculum\)](#) | [Plateau Peoples' Web Portal \(wsu.edu\)](#)

- Led multifaceted teams of 20 artists across five disciplines each semester in DTC435, integrating 3D Animated Shorts Project Management: "Cricket Rides Coyote" and "How the Bald Eagle Became Leader of All Birds" from the Coeur d'Alene Tribe and Confederated Tribes of Warm Springs language program's curriculum.
- Utilized the PMI framework for remote teaching adaptation during COVID-19, maintaining high student engagement.
- Applied stakeholder theory and cultural project management for animations and contributed to a 20% increase in cultural awareness using Autodesk and Adobe Suite for 3D animation creation.
- Implemented collaborative project management and agile techniques, introducing VR and the Unreal Engine. We achieved a 25% increase in student skill development with Autodesk Maya, Blender, and Unreal Engine.
- Successfully integrated groundbreaking 3D animated shorts into language program curricula, implementing the preservation of native cultures and languages through traditional story-telling.

EDUCATION

MASTERS OF ARTS OF ARCHITECTURE, EMPHASIS IN VIRTUAL ARCHITECTURE & TECHNOLOGY University of Idaho

BACHELORS OF ARCHITECTURE University of Idaho