

S. Atia Newman

Associate Professor
Rochester Institute of Technology

CG Professional, Artist, Innovator, and Strategist

Education

MFA – Digital Arts and Animation Pratt Institute, Brooklyn NY	<i>Terminal Degree</i>	2010
BFA – Communication Design National College of Arts, Lahore	<i>Graduated with Honors</i>	2003
Additional Training		
Adobe Educators Certification – <i>Influencer Level</i>		2025
Story Coaching – One on One		2022 – 2023
LinkedIn – How to Make Strategic Thinking a Habit		2020
Sundance Webinar – Creating Social Impact Through Storytelling		2020
NYFA Grant Development Workshop		2019
Houdini Master Class		2017
CGMA Advanced Rigging Certificate		2016
Pixar Storytelling Master Class Chicago VanArts		2014
Collider Conference Rigging Master Class		2013
Collider Conference Animation Master Class		2013

Academic Work Experience

Associate Professor, School of Film and Animation Rochester Institute of Technology, NY	2018–current
Assistant Professor, School of Film and Animation Rochester Institute of Technology, NY	2012–2018
Full time Instructor – Digital Arts Bowling Green State University, OH	2011 – 2012
Animation Training Lead Post Amazers (Pvt.) Ltd.	2004 – 2005
English, Math, Social Studies Substitute Teacher Beaconhouse Public School System, Karachi	1995 – 2001

Professional Affiliations

AAUP – Member	2025–now
AAUP, NY – Member	
AAUP@RIT – Officer of External Outreach/Relations	

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Digital Twins Consortium	2025-now
WNY Faculty Governance Coalition (co-founder)	2024-now
ACM SIGGRAPH – Professional Member	2011-now
ACM SIGGRAPH, Greater Rochester Professional Chapter	
Member	2017-now
Vice-Chair	2018-2022
IGDA – International Game Developers Association	2018-now
Women in Tech	2019-now
Women in Animation	2017-now

Industry Service

Karamah Law and Legal Summer Program	
Host/Moderator plus Communications	current
Digital Twins Consortium – Academia and Research Working Group	current
Shared Governance Summit #2	
University of Rochester, St. John Fisher and RIT	2025
International Choice Awards Network (ICAN) – GDC	2025
External Tenure Application Reviewer	
Montclair State University	2025
Shared Governance Summit #1 – <i>Co-founder/ Organizer</i>	
RIT, St. John Fisher	2025
ACM SIGGRAPH Greater Rochester Chapter	
Vice Chair	2018-2022
External Tenure Application Reviewer	
Loyola Marymount University	2021
Book Manuscript Reviewer – Routledge: Taylor and Francis Group	
Making the Cut at Pixar: The Art of Animation	2021
Academic Program Reviewer NYSED – SUNY Canton	
Game Design and Development BS Program	2018
Book Proposal Reviewer – Taylor and Francis	
“Aesthetic 3D Lighting: History, Theory, and Application” by Lee Lanier	2017
“Advanced Lighting Techniques” by Lee Lanier	2015

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"Organic Modeling for Animation"

2013

Panel Presentation Reviewer

2013

University Film and Video Association

University Service

School of Film and Animation AI Committee (current)

This committee is actively exploring AI tools and drafting a collective representative statement for the faculty. Developing guidelines on how the unit will support the success of our students and our classrooms through this new technical revolution.

Chair of RIT Faculty Senate – May 2022 – May 2025 (Three terms)

Elected three times to lead and oversee the Faculty Governance process at RIT. Represented the interests of 1,100 full time faculty employed across 9 colleges and 2 Degree-granting units.

Maintained relationships with administration to ensure effective communication between leadership and faculty.

Implemented organizational structures to ensure the smooth development, approval and implementation of policy and other curricular objectives in the university.

Created a strategic communication plan to keep our constituents informed of leadership decisions and impacts.

Built relationships with Staff Council and Student Government to spark joint initiatives to address key pain-points across all groups: ie, transportation, curricular demands etc.

Led a number of initiatives to ensure the faculty perspective was taken into account during key institutional moments.

RIT Strategic Planning Committee – (2024 – 2026)

This committee is responsible for defining the strategic goals of the institution for the coming decade while assessing the global, political and academic climate. I represent the collective concerns and opinions of the RIT community and maintain focus on our core values as educators.

Research Allocation and Budget Committee – Committee Chair – CAD Rep

Chairing the Senate Committee that interfaces with University Leadership to advocate for spending measures which align with the university mission and faculty consensus.

RIT Global Summit Organization Committee (2023)

Co-organized this biennial event as part of my role as Faculty Senate Chair. Took a delegation from the US to Dubai and led discussions regarding the implementation of Shared Governance.

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Explored the different cultural and educational contexts of governance with our international campuses in Croatia, Kosovo, Dubai and China.

COACHE Survey Steering Committee - (2022 - 2024)

Collaborative on Academic Careers in Higher Education.

Used my public-facing role to encourage faculty participation in this survey.

Reviewed and reported on the results to the community and identified key actions that should be undertaken to address institutional goals.

RIT University Council Executive Committee - (2019 - 2025)

This committee discusses university priorities and establishes the agenda for the University Council. This allows us to strategically address concerns through the academic year.

RIT University Council - (2018- 2025)

This group meets monthly to review the operations of the university and to ratify policies that have been reviewed and approved across campus.

RIT Eisenhart Teaching Awards Committee - (2022 - 2025)

This committee reviews the teaching portfolios of our nominated finalists and votes to recognize their efforts on behalf of their students.

Vice Chair of RIT Faculty Senate - (2021 - 2022)

College Rep on RIT Faculty Senate - two terms (2018-2025)

College Rep on the Council for Representation and Engagement of Women Faculty - (2021 - 2023)

Leadership Council for the RIT Senate Women's Caucus - (2021 - 2025)

School Rep on College Tenure Committee (2018)

School Director search committee (2018-2021)

Faculty search committees (2018 - 2022)

Tenure-track Faculty Mentor - (2019 - 2025)

Animation Rep for the SOFA Gender Equity Committee - (2017 - 2020)

National Portfolio Day Reviewer (undergraduate admissions)

Curriculum Redesign - 3D BFA Program, 3D MFA Program

SOFA Social Media Curation Committee

Organizer, Cultural Exchange Events

Organized speaker events with companies and artists, i.e. Blizzard entertainment

Pre-Tenure Service

College Rep on University Faculty Affairs Committee

Faculty Search Committees (2012 - 2016)

NASAD Accreditation Prep and Self-Study Committee (2013-2014)

SIGGRAPH RIT Booth Co-Organizer

Animation Rep for the SOFA Gender Equity Committee

Curriculum Redesign

SOFA Social Media Curation Committee

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Pop-up workshops on Animation Production

Topics ranged from: Quick Rigging Tips, Lighting and Rendering Best Practices and Time Management in Production

Co-organizer Anijam, the 24-hour Animation Competition

Graduate Admissions Portfolio Review committee

National Portfolio Day Reviewer (undergraduate)

Organized speaker events with noted digital artists; i.e. Chris Landry

Supervised update of 3D Model Archive

Bowling Green State University

Faculty Advisor Student Game Animation Group

Faculty supervisor for BGSU trip to the Game Developer's Conference 2012

Fund-raising team member for the School of Art

Organization crew for group exhibitions at the Columbus Art Expo

Speaking Engagements

"Communication Strategies"

Karamah Law and Legal Summer Program, D.C

2025

International Women in STEM **Panelist** – Advance Women in STEM

Rochester Institute of Technology

2023

Digital Interactive Preservation

Cultural Heritage Imaging, Preservation and Research – CHIPR

Rochester Institute of Technology

2023

"On Feminist Animation" **Panelist**

Brandeis Women's Studies Research Center, MA

2022

Women in Leadership **Panelist** – Advance Women

Rochester Institute of Technology, NY

2022

The Lahore Fort Preservation Project

Cultural Heritage Imaging, Preservation and Research – CHIPR

Rochester Institute of Technology, NY

2022

"Developing Diversity in Animation" – Art & Art History Lecture Series

University North Carolina Charlotte, NC

2021

"Creating Diverse Characters for Animation" – Body Art

Ringling College of Art and Design, FL

2021

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"Creating Diverse Characters for Animation" – Body Art Ringling College of Art and Design, FL	2020
"Creative Careers in a Global Setting" The Lyceum School, Karachi	2015
"Storytelling in Pictures" BoneYard Summer Camp – SUNY Geneseo NY	2014
"Misinformation and Perspective in Media" Rochester Institute of Technology, NY	2013

Grants

In Development

ACLS – Digital Justice Seed Grant Application Decolonizing Cultural Preservation	2027
Epic Game Megagrant Game Creation as a Means for Digital Preservation	2026

Successful Grants

Wehrheim Grant Award PI – Digital Interactive Preservation	2024
Provost's Learning Innovation Grant PI – Digital Interactive Preservation	2024
RIT Advance Connect Grant 2nd-PI w/Ambarien Alqadar, Sultana's Dream	2021
Epic Game Megagrant Team member, Virtual Production	2020
NSF Advance Connect Grant Co-PI w/ Mark Reisch, Character Mosaic Project	2017
Office of Diversity and Inclusion Co-PI w/Mark Reisch, Character Mosaic Project	2017
RIT FEAD Grant Co-PI w/MarkReisch, The Mill NY Co-op	2016
NSF Advance Connect Grant Co-PI w/Cat Ashworth, The Iroquois Creation Story	2014
Farrash Foundation Grant Sub-PI, Iroquois Creation Story	2013
RIT FEAD Grant	

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PI – SIGGRAPH Booth Organizer

2013

Unsuccessful Grants

“Integrating Game Animation and Architecture for Digital Preservation”

Co-applied w/Dr. De Wit-Paul

Epic Megagrants

2025

“Developing a New Method for Preserving Cultural Heritage Sites ”

Co-applied w/Dr. De Wit-Paul

John Ben Snow Foundation

2024

“Integrating Game Animation and Architectural Preservation Techniques”

Co-applied w/Dr. De Wit-Paul

Advance Connect Grant – RIT

2024

“Lahore Fort Digital Preservation Project”

National Endowment for the Humanities – NEH

2023

“Digital Preservation”

Advance Connect Grant

2023

“Lahore Fort Digital Preservation Project”

Ambassador’s Cultural Preservation Fund – US Dept. of State

2022

“Lahore Fort Digital Preservation Project”

Creative Capital Award

2021

“Interactive Cultural Preservation”

Epic Megagrants

2021

“The Lahore Fort Preservation Process”

Harvard Radcliffe Fellowship Program

2021

“Lahore Fort VR Scan”

Aquent Designing for Good Grant Program

2021

TED Fellowship Program

2021

TED Fellowship Program

2020

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Conference Papers and Presentations

Submitted or In Development

"Multidisciplinary Teaching Digital Interactive Preservation: Games for Global Knowledge" - **submitted**

Co-authored with Dr. Alissa De Wit-Paul

The Association of Collegiate Schools of Architecture (ACSA) and the
Association of Architecture Schools of Australasia (AASA)

2026 AASA/ACSA International Conference 2026

"Teaching Technology in the Age of Technology: Understanding the Ebb and
Flow of Learning" - **in development**

SIGGRAPH Educator's Forum 2026

"Designing to Teach: Exploring Ways to Help Students Learn" - **in development**

INTED - 20th Annual International Technology, Education and Development
Conference - **submitted** 2026

Peer Reviewed Presentations with Published Proceedings

"Decolonizing Preservation: The Digital Interactive Preservation Game"

Co-authored with Dr. Alissa De Wit-Paul

Games for Good, Clark University, Worcester MA 2025

"Gaming Physical History: The Process of Digital Interactive Preservation"

Co-authored with Dr. Alissa De Wit-Paul

UNESCO World Heritage Institute of Training and Research, "Reshaping Heritage
Conservation In Higher Education: What, How, For Whom?" Shanghai, China

2025

"Cultural Preservation Using Game Technology" - **Top Speaker**

Game Developer's Conference, San Francisco CA 2022

"Digital Preservation Using Game Technology"

Global XR Symposium, Netherlands 2021

"The Lahore Fort Preservation Project"

Frameless Labs XR Symposium RIT, Rochester, NY 2021

"Diversity in Gaming" Panelist, Atkins Library Presentations

University North Carolina, Charlotte NC 2021

"Aesthetic Trends in Game Animation" - **Panel Presentation**

University Film Video and Animation Conference, Los Angeles CA 2013

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Peer Reviewed Presentations

"Sharing Cultural Sites Through Digital Twinning: A Case Study of the Campbell House" *Co-authored with Dr. Alissa De Wit-Paul*

Cultural Heritage Imaging and Innovation Conference, Dubrovnik 2025

"Digital Preservation with Gaming Workflows"

FACSS SciX Annual Conference

2024

Unsuccessful Conference Submissions

"Gaming Physical History: the Process of Interactive Digital Preservation Demonstration." *Co-authored with Dr. Alissa De Wit-Paul*

Small Museum Association Conference, Gaithersburg, Maryland.

2024

Articles and Published Works

Submitted or In-Development

"Scanning Heritage for the Future. A Manual to Support Virtual Creation."

Book Proposal - *in development*

TBD

Peer Reviewed Published Works

"The Digital Preservation Project: Campbell House"

Co-presenter Dr Alissa De Wit-Paul

SHED Wehrheim Gallery curate exhibition

2024

"The SHED Pilot Project"

SHED Wehrheim Gallery curated exhibition

2023

"Pedestals" - short film

Columbus E-Tech Design Educator's Conference

2012

"Pedestals" - short film

61st Annual Exhibition Dorothy Uber Bryan Gallery, Bowling Green OH

2011

Iroquois Creation Story Festival Screenings - (2015 - 2017)

Wolves Independent International Film Festival - Lithuania

Comanche Nation Film Festival - OK

Santa Fe Film Festival, Santa Fe - NM

Green Bay Film Festival, Green Bay - WI

Maoriland Film Festival - New Zealand

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Native Festival, Madrid – Spain

Wairoa Maori Film Festival – New Zealand

Flaming Arrow Inter-Tribal Film Festival, Portland – OR

Asinabka Film Festival, Ottawa – Canada

Copa Short Film Festival, Maricopa – AZ

Unsuccessful Published Works

“Digital Interactive Preservation: Saving the Unique for All”

Co-authored with Dr. Alissa De Wit-Paul

Journal of Technology |Architecture + Design 2025

“Decoding: Recoding: Virtual Design for Designing Virtually”

Co-authored with Dr. Alissa De Wit-Paul

Journal of Technology |Architecture + Design 2024

Awards

Frank J. Romano Endowed Prize – *Innovative Research* 2024

Iroquois Creation Story – short film 2015–2017

12th Annual Red Nation Film Festival – LA

Winner Best Animation and Best Live Short

Indianer Inuit Film Festival – Germany

Winner Best Animation

Bare Bones International Film and Music Festival – OK

Winner Best Animation

Buffalo Niagara International Film Festival – NY

Winner Best Animation

American Indian Film Festival, San Francisco – CA

Winner Best Animation

18th Annual Native American Film Festival of the South-East – SC

Winner Best Original Music

Courses Developed

SOFA Contemporary Topics: Digital Preservation Using Game Technology

Fundamentals of 3D Animation (graduate only)

Building the 3D Character (cross-listed undergraduate and graduate)

3D Lighting and Rendering (cross-listed undergraduate and graduate)

Senior Animation Capstone 1 (undergraduate)

Sophomore Animation Workshop 1 (undergraduate)

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Intro to 3D Modeling (undergraduate)

Courses Taught

SOFA Contemporary Topics: Digital Preservation Using Game Technology

Scripting 3DDD (undergraduate)

Principles of Animation (undergraduate)

Intro to 3D Modeling (undergraduate)

Advanced 3D Modeling (undergraduate)

3D Animation I (undergraduate)

3D Animation II (undergraduate)

3D Animation III (undergraduate)

After Effects for Animators (undergraduate)

Sophomore Animation Workshop 1 (undergraduate)

Senior Animation Capstone 1 (undergraduate)

Building the 3D Character (cross-listed undergraduate and graduate)

3D Lighting and Rendering (cross-listed undergraduate and graduate)

After Effects for Animators (cross-listed undergraduate and grad)

Fundamentals of 3D Animation (graduate only)

After Effects for Animators (graduate only)

Independent Studies: Advanced Animation, Advanced Rigging (face, quadruped, creatures)

Commercial Experience

The Mill, NY

Co-op, Lighting and Rigging

2017

Dustbunny Studios, NY

Rigging Artist

2011

Willoughby 5N, NY

Prop Fabrication

2011

Armistice Media, NY

Animator

2011

Nathan Love, NY

Rigger

2010

Magnetic, NY

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CG Generalist – Rendering, Post-production	2010
Animation Collective, NY Animation Intern	2008
The Carrot Company (Pvt.) Ltd, Karachi Lead Animator/ Project Manager	2005–2006
Post Amazers (Pvt.) Ltd, Karachi Team Lead, Project Lead	2005
Post Amazers (Pvt.) Ltd, Karachi Senior Animator, Character Rigger	2003–2005
Post Amazers (Pvt.) Ltd, Karachi Junior Animator	2003

Additional Experience

Exhibitor: Animation Collective – The New York Anime Conference, NY
Design Intern – IAL (Saatchi & Saatchi) Pvt. Ltd.
Stage Manager – Nautanki Theater Company
Acting Coach – NCA Puppeteers Society
Student Representative – Government Education Conference for the Promotion of Art and Cultural Studies in Pakistan
Lead Actress – Lyceum Productions “Noises Off”
Mural Artist – Idara Home for the Mentally Disabled
Book Cover Illustrator – “Mehakthey Phool”
Illustrator/Colorist – “Pehli Kiran” Educational textbook series

Contact for More Information (or stalk online)

Email: atia.newman@gmail.com
LinkedIn: <https://www.linkedin.com/in/atia/>
Website: <http://www.theivytree.com/>