

S. Atia Newman

Associate Professor
Rochester Institute of Technology

CG Professional, Artist, Innovator, and Strategist

Education

MFA – Digital Arts and Animation	<i>Terminal Degree</i>	
Pratt Institute, Brooklyn NY		2010
BFA – Communication Design	<i>Graduated with Honors</i>	
National College of Arts, Lahore		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

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Conference Papers and Presentations

Submitted or In Development

"Teaching Technology in the Age of Technology: Understanding the Ebb and Flow of Learning" – *in development*
SIGGRAPH Educator's Forum 2027

Peer Reviewed Presentations with Published Proceedings

"Multidisciplinary Teaching Digital Interactive Preservation: Games for Global Knowledge"

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

"Designing to Teach: Exploring Ways to Help Students Learn" – *in development*
INTED – 20th Annual International Technology, Education and Development Conference – *accepted (incomplete)* 2026

"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

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

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"Creating Diverse Characters for Animation" – Body Art

Ringling College of Art and Design, FL

2020

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"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

Articles and Published Works

Submitted or In-Development

"Scanning Heritage for the Future. A Manual to Support Virtual Creation."	
Book Proposal – <i>in development</i>	TBD
"Decolonizing Preservation: The Digital Interactive Preservation Game"	
<i>Co-authored with Dr. Alissa De Wit-Paul</i>	
Journal of Games, Self, and Society, iThrive Games Foundation	2026
"Rebalancing the Academy: Faculty-Administrative Partnerships and Student Success" – Chapter Proposal accepted	
Co-authors: Dr. Stephen Aldersley, Sam Malachowsky, Keri Barone	
IGI Global Scientific Publishing – "New Models of Retention and Persistence in Higher Education"	

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

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Comanche Nation Film Festival – OK
Santa Fe Film Festival, Santa Fe – NM
Green Bay Film Festival, Green Bay – WI
Maoriland Film Festival – New Zealand
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

Grants

In Development

ACLS – Digital Justice Seed Grant Application Decolonizing Cultural Preservation	2027
Pop Collab – Pop-UP grant Rewriting the Muslim Narrative in the US	2026
Epic Game Megagrant Game Creation as a Means for Digital Preservation	2026

Successful Grants

RIT Global Experiential Learning Grants PI – Digital Interactive Preservation	2026
Wehrheim Grant Award PI – Digital Interactive Preservation	2024
Provost’s Learning Innovation Grant PI – Digital Interactive Preservation	2024
RIT Advance Connect Grant	

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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	
PI - SIGGRAPH Booth Organizer	2013

Unsuccessful Grants

"Integrating Game Animation and Architecture for Digital Preservation"	
Co-applied w/Dr. De Wit-Paul	
Epic Megagrant	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"	

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Epic Megagrant	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

Awards

Frank J. Romano Endowed Prize – <i>Innovative Research</i>	2024
Iroquois Creation Story – short film	2015–2017
12th Annual Red Nation Film Festival – LA <i>Winner Best Animation and Best Live Short</i>	
Indianer Inuit Film Festival – Germany <i>Winner Best Animation</i>	
Bare Bones International Film and Music Festival – OK <i>Winner Best Animation</i>	
Buffalo Niagara International Film Festival – NY <i>Winner Best Animation</i>	
American Indian Film Festival, San Francisco – CA <i>Winner Best Animation</i>	
18th Annual Native American Film Festival of the South-East – SC <i>Winner Best Original Music</i>	

Courses Developed

Vertically Integrated Project: Cross disciplinary teaching Animation, Architecture and Games
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 ***co-developed*** (undergraduate)
Sophomore Animation Workshop 1 (undergraduate)
Intro to 3D Modeling (undergraduate)

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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)

Professional Work

RIT AAUP

Website Design 2026

The Mill, NY

Co-op, Lighting and Rigging 2017

Dustbunny Studios, NY

Character Rigging Artist 2011

Willoughby 5N, NY

Prop Fabrication 2011

Armistice Media, NY

2D Animator, colorist and inking 2011

Nathan Love, NY

Character Rigging and Skinning 2010

Magnetic, NY

CG Generalist – Rendering, Post-production 2010

Animation Collective, NY

Animation Intern 2008

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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

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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