

Ralph Sutter - Curriculum Vitae

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Education

The New England Institute of Art, Brookline, MA January 2007 – July 2010
Bachelors of Science – Media Arts and Animation

Teaching Experience

Harvard Summer School, Cambridge, MA June 2019 – July, 2019
Senior Instructor/Lecturer

Course list

DGMD S-4 - Digital Sculpting (1 section)

Worcester Polytechnic Institute, Worcester, MA August 2012 – Present
Senior Instructor/Lecturer Interactive Media and Game Development

Course list

IMGD 2101/AR 2101 - 3D Modeling I (44 sections)

IMGD 2201/AR 3101 - 3D Modeling II (11 sections)

IMGD 2201/AR 2201 – The Art of Animation I (retired and renamed course) (24 sections)

IMGD 3201/AR 3201 – The Art of Animation II (retired and renamed course) (10 sections)

IMGD 2222/AR 2222 – 2D Animation I (11 sections)

IMGD 3333/AR 3333 – 3D Animation I (7 sections)

HU 3910 – Animation Practicum (1 section)

IMGD 204X – Character Rigging and Technical Animation (2 sections)

IMGD 4500 – Artistic Game Development II (7 sections)

IDE 2050 – Japan Project Center Preparation (2 sections)

Project advising (Worcester Polytechnic Institute)

Interactive Qualifying Projects

Completed in 2022

2022: Beyond the Conferences. Kateri Bajer and Connor Peavey. Co- advised with Dean O'Donnell and Ben Schneider)

Completed in 2018

The Exemplary WPI PAX Booth. Aaron Graham, Alex Heber, Aidan Buffum. (Co- advised with Dean O'Donnell)

Completed in 2017

The Ultimate WPI PAX East Booth. Erik Cerini, Kelly Zhang, Matthew Szpunar. (Co-advised with Dean O'Donnell)

Completed in 2015

WPI Pax Booth IQP. Jessica Taylor, Conner Porell. (Co-advised with Dean O'Donnell)

Major Qualifying Projects

Completed in 2023

Japan Project Center 2023 - Inari. Connor Peavy, Joe Volpato, Zhechuan Hu, Xingge Yang and Alessandro Brianti (Co-advised with Matt Ahrens)

Gnome Hollow/Biggest Damn Game Ever. Kirsten Roethel, Garrett Sheehan, Alan Roush and Diego Arce (Co-advised with Gillian Smith) – IMGD Award

Jazz History Database Virtual Museum. Thi Quynh Ha Nguyen and Nicholas Pelletier. (Co-advised with Keith Zizza and Charles Roberts)

Completed in 2022

Albanian Spaç Prison – An Interactive Application. Kevin Dang, Duncan Bertetti and Daniel Stusalitus (Co-advised with Robert Hersh and Joshua Cuneo)

Jazz History Database Virtual Museum. Nicholas Fish and Annie Higgins (Co-advised with Keith Zizza)

Completed in 2021

Factory Reset. William Gaddis, Jack Riley, Kyle Trottier, Matthew Tucker Grimm (Co-advised with Gillian Smith) – Provost IMGD MQP Award

VISOM: Virtual Imaging Stereographic Ocular Mapping. Theodore Campbell, Lucas Fernandes, Marc Wicky Van Doyer, Noah Darveau, Roman Wicky Van Doyer, and Henry Elmhurst (Co-advised with Wilson Wong and Yihao Zeng)

Albanian Spaç Prison: Creating a Digital Reconstruction of the Spaç Historical Site – An Interactive Application. Anagha S. Late and Rory P. Sullivan (Co-advised with Robert Hersh and Joshua Cuneo)

Completed in 2020

Reckoning. Aaron Johnson, Paige Cox, Vincent Miller, Hannah Jauris and Edward Shaddock (Co-advised with Jennifer deWinter and Mark Claypool)

Interactive Illustration. Dolores Jackson and Johnnie Jackson (Co-advised with Brian Moriarty)

Shotoku's Defense. Lisa Liao, William Lucca, Evan Plevinsky and Jose Li-Quiel

(Co-advised with Joshua Cuneo)

Inguides – Kyoto AR Guides. William Campbell, Cole Granof and Joseph Pettiti
(Co-advised with Atticus Sims and Joshua Cuneo)

Sponsor: Kyoto

Firetruck Dispatch. Shiyi Lui, Yang Gao, Neer Jariwala and Christian Cedron (Co-advised with Jason Orlosky and Joshua Cuneo)

Completed in 2019

Babies and Basilisks. Aaron Johnson, Paige Cox, Vincent Miller, Hannah Jauris and Edward Shaddock (Co-advised with Brian Moriarty and Mark Claypool) – Provost IMGD MQP Award

Completed in 2018

Impaired Vision Simulation. Isaiah Cochran, Alexander Horton, Drew Tisdelle and Tommy Trieu. (Co-advised with Brian Moriarty) – Provost IMGD MQP Award

Doldrum. David Allen, Henry Jacob Wheeler-Mackta, Kelly Zhang, Kent Fong and Matthew Szpunar. (Co-advised with Gillian Smith)

Completed in 2017

Velum. Connor Anderson Thornberg, Connor Andrew Mattson and Jie Weng (Co-advised with Brian Moriarty) – Provost IMGD MQP Award

Streams of Nurture. Mitchell Sabbagh and Liam Miller. (Co-advised with Brian Moriarty)

Battle Patrol. Christopher Dowding and Thomas Lourenco. (Co-advised with Brian Moriarty)

ARIN. Graham Held, Isabella Schiavone, Dongjie Wang and Matthew Thompson. (Co-advised with Jennifer deWinter)

Completed in 2016

Pied Piper. Derek Johnson, Jake Hawes, Will Frick, Ben Korza, Dan Driggs and Caitlin Malone. (Co-advised with Brian Moriarty) – Provost IMGD MQP Award

Virtual IMGD Art Museum. Rafael Angelo, Peter Salem, Aaron Segal, Kevin Zhao and Keenan Gray. (Co-advised with Chuck Rich)

Completed in 2015

Kairo's Odyssey. Andrew Strout, Christ Turner, Doug Davis, Mark Foster and Kedong Ma. (Co-advised with Keith Zizza) – Best IMGD MQP Award

Completed in 2014

Apple of Discord. Bryce Dumas, Suzanne DelPrete, Robert Doyle, Benjamin Miller and Bolin Zhu. (Co-advised with David Finkel)

Gone. Sean Calvert, Logan Harrington, Jake Hawes and Cian Rice. (Co-advised

with Britton Snyder and Keith Zizza)

Graduate Projects

Completed in 2021

IMGD Multimedia Studio. Abdah St. Fleur (Served as the Chair with Jennifer deWinter as the Reader)

Completed in 2020

A Javascript Library for Hybrid Physical/Digital Board Games. Drew Tisdelle (Chair: Brian Moriarty, Reader: Gillian Smith, I served as the second Reader)

Eight Trigrams: A Level of 3D Puzzle Game for Cultural Transmission. Tianze Chen (Chair: Lee Sheldon, Reader: Jennifer deWinter, I served as the second Reader)

Completed in 2018

Palace of the Monarch – Bolin Zhu and Jin Xiong (Chair: Jennifer deWinter, I served as the Reader)

Project Centers

<i>IMGD Japan Project Center</i>	2023
<i>IMGD Japan Project Center</i>	2019

Services & committees

Internal Major Qualifying Project Evaluation.

Conducted with Jennifer deWinter, Dean O'Donnell and Britton Snyder.	2015
<i>Game Developer's Club/Association</i>	2015 – 2018
<i>IMGD Art Committee</i>	2018 – present
<i>Facilities Committee</i>	2013 – 2020
<i>IMGD Undergraduate Committee</i>	2021 - 2022
<i>IMGD Graduate Committee</i>	2017 – 2019
<i>Academic Advisor</i>	2012 – present
<i>Events Committee</i>	2017 - 2020
<i>IMGD Steering Committee</i>	2012 – present
<i>IMGD Undergraduate Operations</i>	2021 - present

Promotions, Academic Awards and Acknowledgements

<i>Promotion to Senior Instructor</i>	2021
<i>Provost IMGD MQP Award</i>	2015, 2016, 2017, 2018, 2019, 2021
<i>IMGD MQP Award</i>	2023
<i>Faculty Champion Award</i>	2016

Artistic Work Experience

Service Corporation International (with FormLabs), Houston, TX December 2022 – April 2023
Consultant/3D Artist

I produced digital models that were used to forensically reconstruct human anatomy for cadavers in the funeral service industry.

Tom Spina Designs/Regal Robot, Long Island, NY September 2021 – June 2022
Consultant/3D Artist

Digital production and restoration of film props based around the Star Wars property for the collectible market.

Zbrush Workshop, Online Workshop June 2019 – June 2019
Consultant/3D Artist/Instructor

I held an online, private Zbrush workshop attended by 6 industry peers for the duration of 2 weeks.

Hitpoint Studios, Greenfield, MA September 2019 – October 2019
Consultant/3D Artist/Animator

Worked on a character model for their GoDot-based game "Vikings."

Argosy Medical/Visible Body, Newton, MA September 2018 – March 2020
Consultant/3D Artist/Animator

Created several art assets and animations for their interactive human anatomy atlas and modules.

Dynamic Menace Designs, Portsmouth, NH August 2018 – February 2019
Consultant/3D Artist

Created several digital art assets for 3D print as part of a private commission.

Chronicle Collectibles, Los Angeles, CA January 2018 – February 2019
Consultant/3D Artist

Created 3D models based on various Jim Henson properties to be produced as 3D printed collectibles.

Petersen Games, Rockwall, TX January 2016 – September 2019
Consultant/3D Artist

Created 3D models for a variety of Petersen Games' board games, which were 3D printed as board game pieces.

Pixomondo, Los Angeles, CA September 2017 – September 2018
Consultant/3D Artist

Created all of the 3D character assets for a theme park ride based off of the 20th Century Fox Alien and Predator intellectual properties

Quantum Mechanix, Los Angeles, CA

March 2018 – April 2018

Consultant/3D Artist

Created digital assets used in the creation of a collectible based off of Stephen King's IT.

Studio Wink, Boston, MA

July 2012 – July 2012

Consultant/3D Artist

Created 3D renders that were used in a brochure for the Autodesk Industry Award Ceremony of 2012.

Murdrum Interactive, Indiana, IN

September 2012 – September 2012

Consultant/3D Artist/Animator

Created several 3D character models, animations and designed promotional art for a video game.

Argosy Medical/Visible Body, Newton, MA

July 2010 – August 2012

Medical Animator/3D Artist

Responsible for the creation of various medical animations used for visualization, educational and broadcast purposes as well as being one of the artists who was working on their interactive Human Anatomy Atlas. Clients included Zimmer, DePuys, Cengage and CNN.

Treanor Bros. Inc., Providence, RI

March 2012 – March 2012

Freelance Character Artist

Created a set of character models for a third person game entitled Pwned: Offensive Combat. This was a first- person, online shooter released by Activision that featured modular characters with swappable anatomical features.

Mustang Motorcycle Seats, Three Rivers, MA

August 2011 - August 2011

Freelance Artist/Animator

Created a 40 second product visualization animation that was featured on their home page for at least one year. The animation showcased the creation process of their motorcycle saddles.

HMX Entertainment, Thousand Oaks, CA

July 2011 - July 2011

Freelance Artist/Animator

Created a series of motion comic panels for an undisclosed project.

Public VR, Cambridge, MA

October 2010 - October 2010

Freelance Artist/Animator

Created a series of motion comic panels for an undisclosed project.

Hitpoint Studios, Haverhill, MA

October 2010 - October 2010

Freelance Artist/Animator

Created a set of character models for the Windows PC game Fate 3.

Turbine Inc., Westwood, MA

September 2009 - December 2009

Production Internship

As part of my production internship at Turbine, I was responsible for creating degradates (LODs) for in-game assets for the Lord of the Rings Online as well as designing some basic in-game assets.

Presentations

1. Southwest Popular American Culture Association. *Creating Digital Characters: A Closer Look At The Digital Production Pipeline*. Albuquerque, NM, 2/8/2018.
2. PAX East 2016. *Get Schooled: How can I make games for a living?*. Boston, MA, 4/24/2016.
3. Southwest Popular American Culture Association. *A Practical Approach to Creating Digital Characters*. Albuquerque, NM, 2/9/2016.

Publications

1. Boston Voyager Magazine (2019), *Art and Life with Ralph Sutter*, online magazine: <http://bostonvoyager.com/interview/art-life-ralph-sutter/>
2. McCarthy, Michael (2013). *How to cheat in 3ds MAX: Get spectacular results fast 2014*. Focal Press.

3D models and assets that I generated were used as illustrations within this publication. Additionally my artwork was made available for download on the book's companion website.

3. Autodesk (2010). *Autodesk media and entertainment showreel 2010*. Distributed via YouTube, URL: <https://youtu.be/tEm5rATNWiK>

Two of my student animations were featured in Autodesk's annual education showreel.

Professional Affiliations and Academic Societies

Member of ACM Siggraph

since 2008

Alpha Beta Kappa

2008

New England Institute of Art, Brookline, MA

Academic Awards and Honors

Highest Honors in Media Arts and Animation

New England Institute of Art, Brookline, MA
2010

Animator of the Year

New England Institute of Art, Brookline, MA

2010

Intellectual Engagement Award

New England Institute of Art, Brookline, MA

2010

Best Animation Award (*Mime Fight*)
New England Institute of Art, Brookline, MA

2010

Languages

Dutch

Native language. Fluent in both speech and writing.

English

Native language. Fluent in both speech and writing.

German

Professional working proficiency.

French

Professional working proficiency.