

# Rianna Suen

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## Generative artist, Knitwear designer and Game dev

I'm an all round creative looking for opportunities to stretch my art, design and programming skills.

## LANGUAGES

JavaScript, CSS, HTML, Python, C++

## SKILLS

Generative Art **p5.js**, **Processing**

Game Development **Unreal Engine**

UI Design **Figma**, **Adobe XD**, **Illustrator**

Web Development **Heroku**, **Twitter API**,  
**Bootstrap**, **Jekyll**

3D Illustration **Blender**, **Maya**

Knitwear Design

Exhibition Curation

Organisation & Communication **Notion**,  
**Slack**, **Discord**

Source Control **GitHub**, **Plastic**

## EDUCATION

2012-2016 **First Class BA (Hons) Fine Art**, Central Saint Martins

2011-2012 **Foundation Diploma in Art and Design**, University for the Creative Arts

## EXPERIENCE

September 2021 – present **Programmer**, Hollow Ponds

March 2021 – present **Creative Director & Lead Programmer**, Games For Crows

October 2016 – present **Freelance Artist & Designer**

July 2016 **Modual Workshop** (two week collaborative digital innovation design workshop with UAL and **Makerversity** at Somerset House)

## COMMISSIONS & EXHIBITIONS

2022 **Playing Poetry**, National Poetry Library, London

2021 **Motif**, Waltham Forest Council, London

2016 **Degree Show One**, Central Saint Martins, London

2016 **Counting Backwards**, Granary Square, London

2013 **Investigation at House**, SE15 1PT, London

2013 **Here in Archway**, AIR, London

2013 **In Between States**, Mile End Art Pavilion, London

2012 **Annexe**, Elthorne Road Studios, London

References available upon request