

Chairperson for the Education Special Interest Group for the International Game Developer Association (IGDA).  
  
Suzanne possess a strong passion for education and providing new and engaging opportunities for students to access curriculum at the university level with a focus on creating diverse curriculum that is accessible to the largest population of students.

Her experience includes:

**SHIFT Digital Education (2011 – Present)**

Founder &Chair

**International Game Developers Association Game Education SIG (2010 – Present)**

Chair

**Celia Morgana and the Pirates of the Dragon Clan (2014 – Present)**

Young Adult Author

**Edugaming Conference (2013 – Present)**

Consultant

**Game Education Network (2008 - 2010)**

Editor

**Game Education Summit (2007 – 2010)**

Director

**Women’s Game Conference (Jun 2005 – October 2005)**

Conference Director

**Global Fund for Women (1998 – 1999)**

Independent Consultant

**Speak Up! Leadership Program for Girls (1997 – 1999)**

Board Member, Program Facilitator

**Teacher’s Curriculum Institute (1996 – 1998)**

Marketing Manager

**Asia Society (1994 – 1996)**

Program Manager