

# SUZI TUCKER

suzi@fastmail.net · (206) 291-3499

**Concept Design · Research & Storyline Development · STEAM Education · Creative Builds**

*Exceptionally creative and insightful designer whose strengths in concept and interpretive design are complimented by extensive accomplishments in research, teaching, and creative construction*

## DESIGN EXPERIENCE

**Principal, Suzi Tucker Design: Educational Exhibits (2007 – 2014; Seattle, WA)**

Created interactive digital exhibits in collaboration with programmer Steven Hartzog. Responsibilities included developing proposals, creating concept, researching content, design development, storyline and script writing, and graphic design. Project management of budgets ranging from \$25K to \$200K.

Clients: New Mexico Museum of Natural History & Science, University of Texas Energy Frontier Research Center, Institute of Complex Adaptive Matter

- Designed an interactive virtual science museum about emergent phenomena that attracted nearly 20,000 visitors per year. Presented this work at the 2010 AAM annual meeting.
- Conducted a prototype user study of this virtual science museum, and 95% of users expressed interest in telling their friends about the site.
- Concepted, directed and produced a dance flash mob video illustrating the collective behavior of electrons in a superconductor. On release it was a top trending video, was picked up by popular science blogs, and garnered nearly 100,000 views without any advertising.
- Concepted and designed an interactive, immersive visual zoom into a scientific experiment from macroscopic to the molecular level to explain organic solar cells.
- Created a manga-style comic with embedded interactives to explain emergent phenomena.
- Worked with researchers to develop a genetically-based tree of life suitable for a general audience.

**Designer, Lehrman Cameron Studio (2005 – 2007; Seattle, WA)**

Responsible for all aspects of exhibit planning and design for physical exhibits from concept through design development and contracted deliverables in a team environment.

- Designed the visitor center exhibit for Canyon de Chelly National Monument. From project direction, creation of exhibit storyline, content and image research, to writing script and designing graphics.
- Developed the Brightwater Treatment Plant Back 40 interpretive plan.
- Created the interpretive tour plan, from construction drawings, for the LOTT Martin Way Reclaimed Water Treatment Plant. Designed the signage content and technical graphics.
- Developed an interpretive space usage proposal for the Kabetogama Visitor Center at Voyageurs National Park.
- Developed the interpretive planning document for Washington State Parks' wastewater education as part of Governor Gregoire's Puget Sound Initiative. LCS was granted the subsequent design contract.

**Principal, Suzi Tucker Design: Scenic, Prop, and Projection Design (2009-2023)**

Created worlds that support storytelling and the director's vision for theatre productions, including many multi-scene musicals. Development of scenic, prop and projection designs, including concept, period/location research, space utilization, model building, construction drawings, and construction/projection implementation. Materials budgets ranged up to \$4.5K. Clients included: Village Theatre KIDSTAGE, Cornish College of the Arts, University of Washington Music, Seattle Public Theatre, Centerstage! and Island Shakespeare Festival

- Twice nominated for a Gypsy Rose Lee award.

## EDUCATIONAL EXPERIENCE

### ***Private Tutor (2016-present)***

Supported individual student learning in STEM subjects, grades 7-12, especially math.

- Client: “We have used a number of other tutors and Suzi is head and shoulders above them.”
- Learning Skills Coordinators trust me to support students with learning disabilities.

### ***Lead Instructor, Technical Theatre Summer Camp, Evergreen School (2013-present)***

Taught and supported students ages 10-14 in the construction of scenic and prop elements.

- Taught students in the safe use of power tools.
- Taught students a variety of 3D building techniques using mixed media materials.

### ***Professor of Physical Chemistry, University of California at Davis (1991-2005)***

Taught students in formal lecture settings and office hours. Supported students and post docs in their academic research and professional development. Raised and managed over \$1 million for scientific research.

- Received University of California Davis’ Academic Senate Distinguished Teaching Award.
- Received a Camille-Dreyfus Teacher-Scholar Award.
- Gave 66 invited research presentations.

## CREATIVE CONSTRUCTION EXPERIENCE

### ***Charge Props Artisan, Seattle Children’s Theatre (overhire, 2015-2022; staff 2023-present)***

Built items from sketches or ideas with minimal supervision. Learned new skills as needed for each project. Typical methods included carpentry, draping, foam construction, fabric and wire work, 2D artwork, trick magnets, and/or aesthetic arrangement of objects, such as

- Built a vanity with ornamentally shaped plexiglass mirror and a working drawer.
- Repaired multiple puppets with failing spring mechanisms or broken joints.
- Designed and built corn plants from wire, burlap, Indian corn and wood, based on designer sketch.
- Built a broom from non-organic materials using traditional broom construction methods.

### ***Scenic Carpenter, Book-It Repertory Theatre (Staff Carpenter 2013-15, Master Carpenter 2016-18)***

Scenic carpentry, including construction planning, building curved and artistic elements, drawing organic shapes to scale, foam-carving, building flats, platforms and larger props.

- Built a 5’ x 7’ ornamental picture frame from wood and foam.
- Scaled up 3D 1/8” scale models of stick “trees” with nonrectangular angles to full scale.

## EDUCATION

*Exhibit & Graphic Design  
Chemistry*

UC Davis, Design Major; Franklin Institute Science Museum, Intern  
University of Minnesota, PhD, Colgate University, BA