André Thomas

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Education

PhD Curriculum & Instruction – expected graduation 2026
Texas A&M University

M.F.A, Game Design 2017
Laguna College of Art & Design
      Final Work: "Pandit"
           • Advisors: Curtis Murphy, Bob Nicoll, Stefano Gualeni

Diploma/Apprenticeship Tool & Die Making 1990
           VEB Weimar Werk, Germany

Academic and Professional Experience

Current Positions
Associate Professor of the Practice, 2017 - present
Texas A&M University, College of Architecture, Department of Visualization

Director, LIVE lab 2014 - present
Texas A&M University, College of Architecture, Department of Visualization

Visiting **Professor** 2018 – present
China Central Academy of Fine Arts, Beijing China

Visiting **Professor** 2019 – present
Danube University, Krems Austria

CEO, 2014 - present
Triseum LLC, Bryan TX
      Founded the company which is a spin off from Texas A&M University and has been created to commercialize the products that are being designed and developed in the LIVE lab.

Past Academic Positions
Lecturer, 2014 - 2017
Texas A&M University, College of Architecture, Department of Visualization

Visiting associate Lecturer, 2003 - 2004
University of the Arts London, London College of Communication, UK

Past Professional Positions
Head of Graphics, 2007 – 2013
      Madden NFL '08 – '14 (game)
      NCAA College Football '08 – '14 (game)
      NFL Head Coach '10 (game)
      NFL Blitz (game)
      NFL Tour (game)
EA Sports Football, Electronic Arts, Orlando FL

Responsible for the strategy, planning and execution of all Graphics development for all Football Franchises, **Madden NFL**, **NCAA Football**, **Head Coach**, **NFL Tour**, and **NFL Arcade** on all SKU's.

- Leading and directing graphics development for Football products
- Establishing product roadmap and setting feature priorities
- Directing project managers, development managers, technical director, software developer and content creators
- Hire, direct, manage and develop a multi-disciplinary team of software engineers, CG Supervisors, artists and line manager (30 direct, 45 indirect reports)
- Ensuring the successful delivery of all projects on time and on budget ($4.5million budget)
- Working with Senior Executives to manage and track project budgets and resources
- Work closely with Production and Technology peers to drive a multi-year direction for Football Graphics and oversee our ever evolving department backlog
- Final resource plan recommendation (HC, budgets, models) and presentations
- Overseeing outsourcing of art assets, Graphics development and software development
- Prioritize and direct development strategies and models to support near and long range plans & innovation
- Develop training, succession and retention plans with HR partners
- Identify and recruit external resources as necessary

At the start of my work with EA I was a CG Supervisor and my responsibility included:

- Created the long term strategic road map, and R&D plan and managed the execution of both
- Lead cross functional multi-disciplined team of 23 colleagues
- Defined objectives and ensured teams can meet those and risks are mitigated
- Managed and reported on production execution and removed roadblocks
- Improved processes and pipelines and defined best practices
- Ensured technical requirements and tools are in place for production
- Developed skill and training plans, and staffing forecasts
- Achieved cost reductions through efficiency gains in the multi-million dollar range

Consultant, Sept. 2006 – Oct. 2006
       Casper's Scare School (movie)
Classic Media, New York & Mumbai
       Onsite emergency help and direction at outsourcing company to finish the movie **Casper's Scare School**.

Department Head – Rendering/Shading, January 2005 – December 2006
       Ant Bully (movie)
DNA Productions Inc. Dallas, TX
       Responsible for designing, implementing and supporting rendering and shading pipeline on **The Ant Bully**.

- Worked closely with Producer, Department heads and technical leads to define project goals
- Developed and implemented the shading and rendering pipeline
- Supervised, managed and hired Shading TD's, Rendering TD's and Render Wranglers (9)
- Developed on boarding training and processes
- Managed, tracked and reported production progress for Rendering & Shading
- Ensured timely and under budget delivery of project

Technical Director – Rendering/Shading, September 2003 – December 2004
       Valiant (movie)
Vanguard Animation, London, UK
       Member of shading team on "**Valiant**", first Disney backed 3D CG feature to be produced in Europe.

- Worked with Director and Art Director to establish look for key assets;
- primarily responsible for look and Shader development of environments
- Contributed to overall shading pipeline development to ensure delivery of the movie in a timely manner and at a high quality.

CG/VFX Artist, Project Lead/Producer, October 1999 – August 2003
Creative Concepts & Forensic Media Ltd., London, UK
> Worked at client facilities as consultant solving production problems to enable clients to deliver high quality products in a cost effective and efficient manner. Clients included OK! Magazine, Dark Side magazine, Northern & Shell, Council for British Archaeology

CG/VFX Artist, Project Lead/Producer, December 1997 – August 1999
CCT Interactive Ltd., London, UK
> Established the vision and direction for the company, while trying to ensure harmony between the founding members and raising capital. The company was responsible for development and production of educational 3d adventure game "**Karl's Adventure**".

CG/VFX Artist, May 1994 – December 1997
Independence Day (movie)
Men in Black (movie)
Tomorrow Never Dies (movie)
Con Air (movie)
ManRayManInk, Germany, UK
> Founding the company and setting its direction, while ensuring clients receive the highest quality product within their given budget. Responsible for day to day operations and taking client briefs from inception to successful completion in this media agency for various clients and movies such as **Independence Day**, **Men in Black**, **Tomorrow Never Dies** and **Con Air**.

Awards and Honors

2018 China Central Academy of Fine Arts **- Game Academy Award** for ARTé: Mecenas
2018 EdTech Digest **- Trendsetter Finalist for Educator / School Leader Setting a Trend**
2018 EdTech Digest **- Finalist for Games for Learning / Simulation Solution** for ARTé: Mecenas
2017 Serious Games & Showcase Challenge **- Innovation Award** for ARTé: Mecenas
2017 Serious Games & Showcase Challenge **- Finalist** for Variant: Limits
2017 Serious Games Society (GALA Conference) **- 2nd Place in Business Category** for ARTé: Mecenas
2017 International Competition on Educational Games (ECGBL) **- Finalist** for ARTé: Mecenas
2017 International Competition on Educational Games (ECGBL) **- Finalist** for Variant: Limits
2017 International Serious Play Award Winner **- Gold** for Variant: Limits
2017 International Serious Play Award Winner **- Silver** for ARTé: Mecenas
2017 SIIA CODiE Award - **Finalist for Best Mathematics Instructional Solution** for Variant: Limits
2017 United States Distance Learning Association **- Innovation Award** for Variant: Limits
2017 EdTech Digest **- Leadership Award**
2016 Texas Motion Picture Alliance **- Impact Award**

Teaching / Advisory Activities

Classroom Teaching

Courses Taught

Course number, title, learning objectives, student outcomes, and years taught

VIST 372 – Creating Digital Environments (Spring 2014, 2015, 2016, 2018, 2019, 2020, 2021; Fall 2017, 2019 2020)

Learning Outcomes
1.   Describe modeling terminology
2.   Describe modeling techniques
3.   Summarize the theoretical basis for modeling the physical environment
4.   Implement effective modeling techniques
5.   Differentiate between levels of model efficiency
6.   Generate tools and interfaces using the Python programming language

VIST 405 – Visual Studies Studio III (Spring 2015; Fall 2014, 2015, 2018, 2019, 2020; Summer 2019, 2020, 2021)

Learning Outcomes
1.   Analyze project goals to determine resources, techniques, and time required.
2.   Generate a development plan that includes requirements of resources, techniques, and time that is based upon analysis of project goals.
3.   Design and implement original techniques or processes for the generation of computer graphics imagery that augments or extends the capacity of commercial software.
4.   Use digital media to create original virtual experiences that are evocative of real objects, actions, environments, and situations.
5.   Evaluate one's own work and the work of others within the context of defined project expectations.

VIST 485 – Directed Studies (Summer 2014, 2017; Spring 2015; Fall 2015)

Learning Outcomes
        Defined individually for each student

VIST 486 – Introduction to Game Design (Spring 2014, 2015; Fall 2014, 2015, 2016, 2017)

Learning Outcomes
1.   Name, describe, and understand the history of games and key game genres.
2.   Describe current state of the art in industry game design techniques.
3.   Implement a variety of game design scenarios on a range of platforms.
4.   Describe relationships between game genres.
5.   Design and manipulate game design to create mood and emotion.
6.   Critique gaming solutions in terms of technology and aesthetics.

VIST 487/CSCE 443 – Game Development (Spring 2014, 2015, 2019, 2020, 2021; Fall 2014, 2017)

Learning Outcomes
1.   Describe the game development process.
2.   Understand the development process for game play, game mechanics, game AI
3.   Implement a variety of prototypes

4.   Create game content
5.   Differentiate between different testing schemes
6.   Critique different project management strategies

VIST 489/689 – Advanced Game Design – Game Mechanics (Spring 2021)
    Learning Outcomes
1.   Name, describe, and understand different game mechanics.
2.   Describe current state of the art in game design techniques as it relates to game mechanics.
3.   Implement a variety of game mechanics on a range of platforms.
4.   Describe relationships between game genres and different game mechanics.
5.   Design and manipulate game mechanics to create mood and emotion.
6.   Critique gaming mechanics in terms of technology and aesthetics.

VIZA 613 – Introduction to 3D Modeling and Animation (Spring 2018)
    Learning Outcomes
1.   Name, describe, and understand the mechanics and processes of 3D Modeling and Animation
2.   Design forms using polygonal primitives, subdivision surfaces and NURBS
3.   Critique different types of modeling approaches
4.   Analyze, define and recreate real-world lighting digitally
5.   Apply the 12 principles of animation
6.   Use and critique different light types, global illumination, layered surfaces, procedurals, and image mapping
7.   Describe current state of the art in industry animation techniques
8.   Design and manipulate models and animation to create mood and emotion
9.   Design and manipulate lighting to direct the viewer's focus.
10.   Describe relationships between models, surface materials and light, and the effects of lighting in a 3D scene
11.   Describe and implement a variety of lighting and shadow scenarios in digital environments.
12.   Light a 3D environment in a believable manner with a focus on recreating real-world lighting
13.   Critique animation solutions in terms of technology and aesthetics

VIZA 627 – Design Communication III, Summer Industry Course (Summer 2015, 2016)
    Learning Outcomes
1.   Analyze project goals to determine resources, techniques, and time required.
2.   Generate a development plan that includes requirements of resources, techniques, and time that is based upon analysis of project goals.
3.   Design and implement original techniques or processes for the generation of computer graphics imagery that augments or extends the capacity of commercial software.
4.   Use digital media to create original virtual experiences that are evocative of real objects, actions, environments, and situations.
5.   Evaluate one's own work and the work of others within the context of defined project expectations.

VIZA 685 – Directed Studies (Spring 2018)
    Learning Outcomes
        Defined individually for each student

Dissertation/Thesis Advising

Graduate Committee Chair
Jolena Yao (MS in VIST), expected graduation Spring 2022
Rebeka Bogdanoff (MS in VIST), expected graduation Spring 2022
Hayden Talbott (MS in VIST), Capstone title & paper: *Visual Communication of Ideas Using Real-time Technology,* graduation date – May 2021
Ben House (MS in VIST), Thesis title – *A Procedural Interface Wrapper for Houdini Engine in Autodesk Maya*, Graduation date – May 2019
Daniel House (MS in VIST), (co-chair) Thesis title - *New Approaches to Character Progression in Massively Multiplayer Online Role-Playing Games (MMORPG's),* graduation date – May 2018

Graduate Committee Member
Jorge Casique Araujo (MS in ARCH), graduated Spring 2021
Weston Jones (MS in VIST), expected graduation – TBD
Nicholas Cropper (MS in VIST), expected graduation – TBD
Carolina Pereira (MS in VIST), graduated – Spring 2020
Xin Jin (MS in STAT), graduated – Spring 2020
Christopher Morrison (MS in VIST), graduated – Spring 2020
Leming Yang (MS in VIST), expected graduation – TBD
Nagaraj Raparthi (MS in VIST), graduated – Spring 2020
Rhonda Newton (PhD in EPSY), expected graduation – TBD
Mat Suarez (MS in VIST), Thesis title - A Procedural Approach to Computer-Aided Modeling in nautical Archaeology, graduation date December 2016

Other Teaching

Continuing Education/Professional Development – LIVE lab, teacher training and certification, 2021
Danube University – Entertainment quality learning games, invited workshop, 2020
Game-Based learning workshop – LIVE lab, workshop for Texas A&M University faculty, 2020
China Central Academy of Fine Arts [CAFA] – Game-based learning workshop, 2019
National Arts Education Association [NAEA] – Summer Studio on Design Thinking, invited to give a weeklong workshop for teachers from K – 20; 2015, 2016, 2017, 2018
NAEA National Convention – invited workshop on Game-based learning, 2018
eEducation Praxistage, Linz Austria – invited workshop on Game-Based learning; 2018

Research

Patents

REALITY CAPTURE PROCESS, Co-Inventor, Approved, 2020
We developed a new method and process to capture and digitize very large and complex environments in a very short time. Traditional methods like laser scanning or photogrammetry are error prone and/or take a very long time. Using our method, we can reduce the time of acquisition by magnitudes. After initial digitization of the environment, we deploy a fully interactive version of that environment and connect data source to it for active monitoring of that environment.

Funding

<u>***External Research Funding***</u>

Football VR project, Woodway Enterprises, PI; $5,151

Mars Platform, Zygos Technologies, PI; $21,000

Management and Implementation of US GEOTRACES GP17 Section: South Pacific and Southern Ocean. NSF; Consultant, PI Jessica Fitzsimmons Texas A&M University; 2020; $95,302.00

FW-HTF-RM: Augmenting Spatial Cognition Capabilities of Future Workforce to Enhance Work Performance in Altered Environments Using Virtual Reality, NSF; Consultant, PI Manish Dixit Texas A&M University; 2019; $1,201,560

Consumption Project, National Academies of Science, PI; $100,000

Testing and Modeling of Concepts for Variant, Triseum LLC.; co-PI; PI - Tim McLaughlin Texas A&M University; 2016; $100,000

Testing and Modeling of Concepts for Logic City, Minds on Play; PI; 2016; $8,700

Fostering Empathy and Improving Focus Through the Groove Enhancement Machine: Facilitating sensorimotor coordination and cooperation among groups of individuals, National Academies Keck Future Initiatives, co-PI; Petr Janata, University of California, Davis, Jonathan Berger, Stanford University, Kiju Lee, Case Western Reserve University, Scott Auerbach, University of Massachusetts, Amherst; 2015; $100,000

NAKFI Future Initiatives, National Academies Keck Future Initiatives, co-PI; PI - Carol Lafayette Texas A&M University; 2014; $15,000

<u>***Internal Research Funding***</u>

Virtual Disaster Day, HSC Seedling grant, co-PI; PI Gerard Carrino; $360,000

Digital Twin Curriculum, TAMIDS, co-PI; co-PI Jian Tao; $15,000

CoHDR Digital narrative seed grant, Center for Digital Humanities Research, co-PI, $500

Training for Catastrophic Animal Disease Outbreak, Institute for Infectious Animal Diseases & Department of Homeland Security, PI; co-PI Hadeel Ramadan; $85,000

Enhancing Undergraduate Curriculum Technology grant, Texas A&M University, PI; PI - Lee Spurgeon; 2014; $30,000

Math Tools TOP Grant, Texas A&M University, PI, co-PI Paulo Lima-Filho Texas A&M University; 2014; $100,000

Internal Support/Contracts

Virtual Disaster Day, Health Science Center, PI; co-PI Hadeel Ramadan; $60,000

LIVE lab; Texas A&M University, PI; co-PI Hadeel Ramadan, 2019; $195,000

LIVE lab; Texas A&M University, PI; co-PI Hadeel Ramadan, 2018; $356,000

Bird Game, Texas A&M University, PI; co-PI Hadeel Ramadan; 2018; $20,082

LIVE lab; Texas A&M University, PI; co-PI Hadeel Ramadan, 2017; $246,000

LIVE lab; Texas A&M University, PI; co-PI Hadeel Ramadan, 2016; $186,000

Simulating Emergency Firefighting scenarios, TEEX, PI; co-PI Hadeel Ramadan; 2016; $5,000

LIVE lab; Texas A&M University, PI; co-PI Hadeel Ramadan, 2015; $150,000

Donations
LIVE lab, Chillennium, various sources; 2014, 2015, 2016, 2017, 2018, 2019; $511,285;

Publications

Peer-reviewed Publications
Avci, H., Pedersen, S., **Thomas, A.,** (2021). Facilitating Art History and Art Appreciation Classes through the Design of an Artwork Database Embedded in a Jigsaw Puzzle Game. Society for Information Technology & Teacher Education International Conference, Association for the Advancement of Computing in Education (AACE).

Webster, J. S. and **A. Thomas** (2021). "What Matters? Grades or Effect Size in a Calculus Class?". [Paper presentation]. 44th Annual Southwest Educational Research Association (SERA) Conference, Virtual/Online. http://hdl.handle.net/10950/2825

Rugh, M., & **Thomas, A**. (2021). Effects of a video game on failure rates in an engineering calculus class [Paper presentation]. 44th Annual Southwest Educational Research Association (SERA) Conference, Virtual/Online. http://hdl.handle.net/10950/2922

Smith, M., **Thomas, A**., Gibbs, K., Morrison, C., (2020). Low-Complexity Workflow for Digitizing Real-World Structures for Use in VR-Based Personnel Training. International Conference on Intelligent Technologies for Interactive Entertainment, Springer.

Avci, H., Pedersen, S. & **Thomas, A**. (2020); Writing a Formal Analysis of Art in a Game-Based Learning Environment. In Proceedings of EdMedia + Innovate Learning (pp. 669-671). Online, The Netherlands: Association for the Advancement of Computing in Education (AACE). Retrieved May 10, 2021 from https://www.learntechlib.org/primary/p/217367/.

W. Weng, H. Ramadan and **A. Thomas**, (2020); "Understanding Enjoyment in ARTé: Mecenas with EGameFlow," 2020 IEEE Conference on Games (CoG), 2020, pp. 752-755, doi: 10.1109/CoG47356.2020.9231662.

W. Weng, **A. Thomas** and H. Ramadan, (2020); "Work-in-Progress—Using Bloom's Taxonomy and Balanced Design in ARTé: Mecenas," 2020 6th International Conference of the Immersive Learning Research Network (iLRN), pp. 340-343, doi: 10.23919/iLRN47897.2020.9155169.

Armanto Sutedjo; Yun Li; **André Thomas**; (2019) Using Digital Game-Based learning in STEM Education: An Analysis from Instructors' Perspective. Association for Educational Communications and Technology

André Thomas, Wenting Weng, Amber Muenzenberger, Hadeel Ramadan (2019); Game-based course design: A new approach for effective online teaching. European Conference on Games Based Learning, DOI:10.34190/GBL.19.201

Black, Michael; Donelan, Lloyd; Higgins, Trevor; Koenig, Nickolaus; Lenzen, Brenton; Muniz, Nick; Patel, Kishan; Pfeiffer, Alex; Taylan, Aksel; **Thomas, André**; Wernbacher, Thomas. (2019) From learning to assessment, how to utilize Blockchain technologies in gaming environments to secure learning outcomes and test results. MCAST research journal

André Thomas, Wenting Weng, Amber Muenzenberger, Hadeel Ramadan. (2019). Game-Based Course Design: A New Approach for Effective Online Teaching. European Conference on Game-Based Learning, pp.741-748

Matthaios Lygkiaris, Michalis & Bersimis, Fragkiskos & **Thomas, André**. (2018). ARTé Mecenas: In the Shoes of a Medici. Interactive Mobile Communication Technologies and Learning, pp.281-293

Books/Book chapters
Thomas, A., Li, Y., Kaunas, C., Newcomb, M., Carrino, G., Greenwood, L., St. Louis, P, Marklund, L., Samuel, N., Chapa, H. (2022). Implementation of a Digital Live-Action Gaming Experience for Interprofessional Learning and Training Global Perspectives on Educational Innovations for Emergency Situations, Springer, in press

Thomas, A., Pfeiffer, A., (2022). Gallery Defender: Integration of Blockchain Technologies into a Serious Game for Assessment. Disruptive Technologies in Media, Arts and Design, Springer, in press

Li, Y., Sutedjo, A., Ramos, S., Garcimartin, H.R., **Thomas, A**., (2021). A Naturalistic Inquiry Into Digital Game-Based Learning in Stem Classes From the Instructors' Perspective. Game-based Learning Across the Disciplines, Springer, Cham: 229-244.

Game Design: Next Level, Sandu Publications, Gingko Press, 2018

Book Reviews
A New History of Animation, Maureen Furniss, Thames & Hudson, 2016

Other Publications
Invited
Thomas, André. (2021). 5 reasons video games should be more widely used in school. The Conversation. Link
Thomas, André. (2018). Three Reasons Why Video Games Work in Education. Edarabia. Link
Thomas, André. (2018). Colleges including Texas A&M are using video games to make lessons stick. Austin Business Journal. Link

Thomas, André. (2017). What Makes an Immersive Educational Game More than Just a Game? Emerging
    EdTech. Link
Thomas, André. (2017). Mastery, Motivation and the Merit Behind Game-Based Learning. OSTA (Office of
    Science and Technology Austria): Bridges. Link
Thomas, André. (2017). These 3 game-based components can increase student achievement-here's how. eCampus
    News. Link

Non-Peer Reviewed
Thomas, André. (2018). Games in Every Classroom. LinkedIn Link
Thomas, André. (2018). Do Games Teach? LinkedIn. Link

Exhibitions

Invited Exhibitions

International Exhibitions
Thomas, André. (2021). **"Play Beyond the Game",** 2021 Beijing International Game Innovation
Exhibition; Variant: Limits and ARTé: Mecenas; invited by School of Game and Digital Art of Communication
University of China

Thomas, André. (2018). **"Play Beyond the Game",** Variant: Limits and Arté: Mecenas; invited by China
Central Academy of Fine Arts for their 100'th anniversary celebration. The exhibit took place at the university
museum and is now traveling all over China. As part of the exhibition I was invited to give a keynote at the
opening ceremony and ARTé: Mecenas received an Academy award.

Presentations

Invited Presentations
Thomas, André. (2021). Launching a failed game and keeping it in the Classroom, Connected Learning
Summit
Thomas, André. (2021). Can a Game Teach Calculus? Connected Learning Summit
Thomas, André. (2021). High engagement in online learning using gaming technology, Transformational
Teaching and Learning Conference
Thomas, André. (2021). Variant: Game-Based Learning for Calculus. Annual Conference of the Research
Council on Mathematics Learning
Thomas, André. (2021). Effects of a Video Game on Failure Rates in an Engineering Calculus Class,
Southwest Educational Research Association,
Thomas, André. (2021). But does it actually matter? A comparison of parametric vs. nonparametric
designs. Southwest Educational Research Association,
Thomas, André. (2020). Keynote. Texas IPE Consortium, IPE Learning Today for a Better Healthcare
Tomorrow
Thomas, André. (2020). Media Arts and Design Blockchain conference
Thomas, André. (2020). Entertainment Quality Learning Games, Danube University, Austria
Thomas, André. (2020). Keynote. Game-Based learning Colloquium. Technical University Munich
Thomas, André. (2020). Variant: Limits, U.S. Department of Education, D.C. Learning Expo
Thomas, André. (2018). The Effective Use of Game-Based Learning in Education. TEDx
Thomas, André. (2018). Using Games for Science Literacy. World Forum on Science Literacy. Beijing
Thomas, André. (2018). Keynote. 100th Anniversary Opening Ceremony, China Central Academy of Fine
Arts. Beijing

Thomas, André. (2018). Keynote. eEducate. Linz Austria

Thomas, André. (2018). Using Games to Teach Calculus. GESS, Dubai

Thomas, André. (2017). Gamification – We are NOT playing games here! ARIT

Thomas, André. (2017). The Hottest Cloud-Enabled Education Trends to Watch in 2018. EduCause

Thomas, André. (2017). Navigating Game Based Learning in EU. Games for Change

Thomas, André. (2017). Serious Games Business. Serious Games Conference

Thomas, André. (2017). Creating Sustainable Education by Developing Games. SXSWEdu

Thomas, André. (2016). Art History and Calculus for University level students. NASSCOM GDC

Thomas, André. (2016). ARTé: Mecenas – Challenges in Creating a Learning Game for the Liberal Arts. Intentional Play Summit

Thomas, André. (2015). Developing Games for Calculus Education. AMATYC

Thomas, André. (2015). Creating Games for Education. Serious Games Conference

Thomas, André. (2015). Using Games in Arts Education. Young Audiences Arts Inspired Learning Annual Meeting

Thomas, André. (2015). Making Games. Allen Academy

Thomas, André. (2015). Developing Games for Higher Ed. Texas A&M University, Teaching with Technology

Thomas, André. (2014). How To Kill a Vampire. International Conference on Design for eLearning

Thomas, André. (2014). Developing learning games with Unity. Siggraph Unity Educator Breakfast

Presentations

Thomas, André. (2014). Whose Past is it Anyways? Texas A&M University Humboldt Forum

Thomas, André. (2014). How To Kill a Vampire. Texas A&M University College of Architecture Research Symposium

Other Products

Games:

ARTé: Lumiere (2018). [Video game]. USA: Triseum; Producer & Designer
ARTé: Hemut (2018). [Video game]. USA: Triseum; Producer & Designer
Variant: Limits (2017). [Video game]. USA: Triseum; Producer & Designer
ARTé Mecenas (2016). [Video game]. USA: Triseum; Producer & Designer

Games (as Head of Graphics – Football):

Madden NFL '14 (2013). [Video game]. USA: EA Sports; Sr. CG Supervisor
Madden NFL '13 (2012). [Video game]. USA: EA Sports; CG Supervisor
Madden NFL '12 (2011). [Video game]. USA: EA Sports; CG Supervisor
Madden NFL '11 (2010). [Video game]. USA: EA Sports; CG Supervisor
Madden NFL '10 (2009). [Video game]. USA: EA Sports; CG Supervisor
Madden NFL '09 (2008). [Video game]. USA: EA Sports; CG Supervisor
Madden NFL '08 (2007). [Video game]. USA: EA Sports; assoc. CG Supervisor
NCAA Football '14 (2013). [Video game]. USA: EA Sports; CG Supervisor
NCAA Football '13 (2012). [Video game]. USA: EA Sports; CG Supervisor
NCAA Football '12 (2011). [Video game]. USA: EA Sports; CG Supervisor
NCAA Football '11 (2010). [Video game]. USA: EA Sports; CG Supervisor
NCAA Football '10 (2009). [Video game]. USA: EA Sports; CG Supervisor
NCAA Football '09 (2008). [Video game]. USA: EA Sports; CG Supervisor
NCAA Football '08 (2007). [Video game]. USA: EA Sports; assoc. CG Supervisor
NFL Head Coach '10 (2009). [Video game]. USA: EA Sports; CG Supervisor
NFL Tour (2008). [Video game]. USA: EA Sports; assoc. CG Supervisor
NFL Blitz (2011). [Video game]. USA: EA Sports; CG Supervisor

Movies:

Thomas, A. (Rendering Consultant). (2006). *Casper's Scare School*. USA: Anderson Digital. International Distributor: Edel Media & Entertainment.

Thomas, A. (Head of Rendering/Supervising Shading Technical Director). (2006). *The Ant Bully*. USA: Warner Bros. International Distributors: Fox-Warner, Warner Bros. Entertainment.

Thomas, A. (Shading Artist). (2005). *Valiant*. USA: Buena Vista Pictures. International Distributors: Entertainment Film Distributors, Alfa Films, Bontonfilm, Cathay-Keris Films, Independent Films, Pandasia Entertainment, Scanbox Entertainment, LNK Audiovisuals, Medusa Distribuzione, SND, Scanbox Entertainment.

Thomas, A. (Digital Artist, Uncredited). (1997). *Tomorrow Never Dies*. Worldwide: MGM Distribution

Thomas, A. (Digital Artist, Uncredited). (1997). *Men in Black*. USA: Columbia Pictures; Sony Pictures Entertainment (SPE); Sony Pictures Releasing. International Distributors: Columbia TriStar Films Pty., Ltd; Columbia TriStar Films; Columbia TriStar Films de Argentina; Columbia TriStar Films de España.

Thomas, A. (Digital Artist, Uncredited). (1997). *Con Air*. USA: Buena Vista Pictures. International Distributors: Buena Vista Pictures Distribution; Buena Vista International; Falcon; Gaumont Buena Vista International (GBVI).

Thomas, A. (Digital Artist, Uncredited). (1996). *Independence Day*. USA: Twentieth Century Fox Film Corporation. International Distributors: 20th Century Fox; 20th Century Fox Italia; 20th Century Fox Netherlands; 20th Century Fox de Argentina; 20th Century Fox of Germany.

Recognition

11/19/2018   *IndieNova, https://www.indienova.com/steam/developer/triseum*
11/16/2018   *GameSpot, https://www.gamespot.com/companies/triseum/*
11/16/2018   *Joy Stick Terrivel, ARTe: Mecenas Arrives This Friday at Steam, https://joystickterrivel.com.br/arte-mecenas-chega-nesta-sexta-a-steam/*
11/14/2018   *Markets Insider, Command History as the Medici: Play Triseum's ARTé: Mecenas on Steam, https://markets.businessinsider.com/news/stocks/command-history-as-the-medici-play-triseum-s-art%C3%A9-mecenas-on-steam-1027726409*
10/2/2018   *ArchOne (TAME College of Architecture), Viz-developed video game helps calculus undergraduates in China, http://one.arch.tamu.edu/news/2018/10/2/viz-developed-video-game-helps-calculus-undergraduates-china/*
9/21/2018   *Virtual Strategy Magazine, Triseum's ARTé: Mecenas Earns Prominent Game Academy Award at CAFA's Play Beyond the Game Exhibit, http://virtual-strategy.com/2018/09/19/triseums-arte-mecenas-earns-prominent-game-academy-award-at/*
9/19/2018   *Houston Business Journal, Triseum's ARTé: Mecenas Earns Prominent Game Academy Award at CAFA's 'Play Beyond the Game' Exhibit in China, https://www.bizjournals.com/houston/prnewswire/press_releases/Texas/2018/09/19/UN11149*
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10.28.16   *THE Journal, Triseum Unveils 3D Game That Teaches Calculus,* https://thejournal.com/articles/2016/10/28/triseum-unveils-3d-game-that-teaches-calculus.aspx

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10.27.16   *TexAgs, Bryan based company announces Calculus game!* http://texags.com/forums/17/topics/2799112

10.26.16   *Venture Beat, Triseum unveils calculus educational game Variant: Limits,* http://venturebeat.com/2016/10/26/triseum-unveils-calculus-educational-game-variant-limits/

10.26.16   *eSchool News, Recap of the latest product news, reports, and research in the ed-tech world,* http://www.eschoolnews.com/2016/10/26/technology-gaming-digital-citizenship-pd-initiatives/

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10.24.16   *Serious Games Industry, Triseum raises extra $2m* https://seriousgamesindustry.com/triseum-raises-extra-2m/

10.24.16   *Education Dive, Triseum Earns Impact Award for Game-Based Learning,* http://www.educationdive.com/press-release/20161024-triseum-earns-impact-award-for-game-based-learning/

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10.19.16   *Education Dive, Triseum Secures an Additional $2 Million, http://www.educationdive.com/press-release/20161020-triseum-secures-additional-2-million-to-expand-powerful-results-driven-ga/*

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Fall 2016   *Spirit Magazine (Texas A&M), Level Up, https://spirit.txamfoundation.com/Fall-2016/Cover-Feature.aspx*

Service

External/Professional Service

National Academies LabX Advisory Board, member, 2017, 2018, 2019, 2020, 2021

Texas Film Commission, Media Production Development Zone Program Advisory Committee 2020, 2021

International Conference on Interactive Mobile Communication, Technologies and Learning; Special session – Games in Engineering Education, co-chair 2021

Media Arts and Design Blockchain Conference, co-chair, 2020

College Station High School Advisory Board, member, 2015, 2016, 2017, 2018, 2019

International Society for Engineering Pedagogy, Games in Engineering and Education Working group, member, 2016, 2017, 2018, 2019, 2020, 2021

International Journal of Engineering Pedagogy, editorial board, 2019, 2020, 2021

IGIP International Conference on Interactive Collaborative Learning, reviewer, 2016, 2017, 2018, 2019, 2020

ECGBL, reviewer, 2016, 2017, 2018, 2019, 2020

CHIPlay, Industry Chair, 2016

Internal Service

University
Chancellor esport committee, 2019, 2020, 2021
Vision 2030 Committee, member, 2018
CNVE, advisor, 2017, 2018
Committee on Entrepreneurship Minor, member, 2017
Texas Aggie Game Developers, Faculty advisor, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021
Institute for Applied Creativity, fellow, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021

Department
Donation development $511,285 – 2014, 2015, 2016, 2017, 2018, 2019
Visualization Industry Career Fair, member, 2017, 2018, 2019, 2021
Chillennium Faculty advisor, 2015, 2016, 2017, 2018, 2019, 2020, 2021
Graduate Committee, member, 2018, 2019
Faculty Search Committee, member, 2018, 2019
Visualization Industry Career Fair, chair, 2016
Faculty Search Committee, member, 2016
Undergraduate Committee, member, 2015