



Hadeel M. Ramadan

## Contacts

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## 1. Education

Virginia Tech, Virginia, United State | **Master of Fine Arts in Creative Technologies**, School of Visual Arts, College of Architecture and urban Studies | December 2014  
Alexandria University, Alexandria, Egypt | **Bachelor of Fine Arts in Architecture**, Department of Architecture, Faculty of Fine Arts | June 2003

## 2. Academic Appointments

**INSTRUCTIONAL ASSOCIATE PROFESSOR, UDERGRADUATE COORDINATOR, & LIVE lab ASSOCIATE DIRECTOR**  
— 8/2021- PRESENT

Department of Visualization, College of Architecture, Texas A&M University, College Station

**INSTRUCTIONAL ASSISTANT PROFESSOR & LIVE lab ASSISTANT DIRECTOR** — 8/2019- 7/2021

Department of Visualization, College of Architecture, Texas A&M University, College Station

**LECTURER & LIVE lab ASSISTANT DIRECTOR** — 8/2015- 7/2019

Department of Visualization, College of Architecture, Texas A&M University, College Station

## 3. Professional Work Experience

**RESEARCH ASSOCIATE** — 2/2015-6/2015

Modeling downtown historic buildings from the 16 squares in Blacksburg, VA.

**ANIMATOR -OFFICE OF INTERNATIONAL RESEARCH, EDUCATION AND DEVELOPMENT, VIRGINIA TECH, BLACKSBURG, VA** - 2/2015-5/2015

Design, model, texture and animate a scientist character for a STEM project between Virginia Tech and Oman University.

**FREELANCE DESIGNER** — 2005-2009

Designed and built three-dimensional models for private houses, Interior remodeling, Kitchen designs and Art projects.

**VOLUNTEER DESIGNER, COMMUNITY DESIGN ASSISTANCE CENTER, BLACKSBURG, VA — 2004-2005**

Carried out multiple design tasks, worked with landscape architects.

**INTERN ARCHITECT, EGAM ARCHITECTS, CAIRO, EGYPT — 2003-2004**

Prepared design documentation for the remodeling of the interiors of Al-Gawhara Palace, field and site work, designed the exhibit cases and developed construction drawings using AutoCAD.

#### 4. Funded Research Projects

**PHOENIX Project, LIVE LAB, TEXAS A&M — Fall 2021- Spring 2022**

Creating 2D animation for the Phoenix center showing different traumas that can affect children. (Collective Funding)

Responsibilities: Executive producer.

**CATASTROPHIC EVENT, LIVE LAB, TEXAS A&M — Fall 2018- Summer 2021**

Creating paper prototype of different scenarios that will help training the local farms during catastrophic events. This project is collaboration with the Institute of Infectious Animal Diseases. (Collective Funding)

Responsibilities: Executive producer.

**DISASTER DAY EVENT, LIVE LAB, TEXAS A&M — Fall 2020- Spring 2021**

Creating digital prototype of disaster day event that will help training the students from the health school during catastrophic events. This project is collaboration with several schools at Texas A&M University. (Collective Funding)

Responsibilities: Executive producer.

**ARTé: Lumiré Revisit, LIVE LAB, TEXAS A&M — Summer 2020**

Creating digital prototype of disaster day event that will help training the students from the health school during catastrophic events. This project is collaboration with several schools at Texas A&M University. \$6,152 (Personal Funding)

Responsibilities: Executive producer.

**ARTé: Reverié, LIVE LAB, TEXAS A&M — Spring 2019- Summer 2020**

An educational mobile application designed to help with art history learning retention. Players complete jigsaw puzzles of artworks and complete trivia questions to help reinforce learning.

Responsibilities: Executive producer

**ARTé: FORMAL ANALYSIS Of ART, LIVE LAB, TEXAS A&M — Spring 2019- Summer 2020**

An exploration game that got designed to enhance art history and art appreciation courses that incorporate principal elements of art.

Responsibilities: Executive producer

**BIRD PROJECT, LIVE LAB, TEXAS A&M — Summer 2018- Spring 2019**

An interactive modular application with games that will help distress birds and entertain them. This project is a subcontract of NSF grant from Department of Veterinary Pathobiology. (Collective Funding)

Responsibilities: Executive producer

**WOMEN IN GENDER STUDIES, LIVE LAB, TEXAS A&M — Fall 2018**

An interactive website that teaches women about spending money and the available federal resources. This project was a subcontract from NSF funded project in Department of Liberal Arts. The lab was responsible for fixing and adding to the website. (Collective Funding)

Responsibilities: Executive producer

**ARTÉ: LUMIÈRE, LIVE LAB, TEXAS A&M — Fall 2016- Spring 2018**

An exploration game that got designed to enhance art history and art appreciation courses that incorporate academic and impressionist artists and artwork.

Responsibilities: Co-author, Executive producer

**ARTÉ: HEMUT, LIVE LAB, TEXAS A&M — Spring 2018**

An educational game that teaches about the powerful connections between the religion and culture that created ancient Egyptian architecture and artwork.

Responsibilities: Co-author, Executive producer

**VARIANT: PRIME, LIVE LAB, TEXAS A&M — FALL 2016-FALL 2017**

Variant Prime is the second game in the Variant series. It takes place in the city of Vatrana and covers learning objectives related to Derivatives and derivative rules.

Responsibilities: Co-author, Executive producer

**LOGIC CITY, REDESIGN PUZZLE APPLICATION, LIVE LAB, TEXAS A&M — FALL 2016- SPRING 2017**

The app is meant to help kids and adults develop problem solving, logical and deductive reasoning skills in a way that is fun and engaging. These skills are really important in the modern workplace, and only going to get more important, but under- emphasized in current school education system. \$ 4,986.00 (Personal Funding)

Goals of project from LIVE Lab team:

- Increase engagement and stickiness.
- Look and feel like a fully professional and sophisticated user experience and graphics.
- Make the app stand out.
- Have an emotional connection between the player and the app.
- Leave options open for adding more puzzles later.
- Areas to work on: user experience, graphics, outlines storyline.

Responsibilities: PI, Executive Producer.

**PANDIT, LIVE LAB, TEXAS A&M — FALL 2016- SPRING 2017**

Pandit is a game centered on the Great Trigonometric Survey of India and specifically the survey of Tibet. LIVE lab developed prototype of the game.

Responsibilities: Producer

**Texas A&M Engineering Extension Service (TEEX), LIVE LAB, TEXAS A&M — SUMMER 2016- SPRING 2017**

Our 3D team was tasked with creating a procedural replica of training grounds for a training simulation system. The training simulator the client was using was outdated and contained European style assets- not customizable.

Responsibilities: Project Manager

**EMERGENCY EVACUATION PLANNING FOR LANE STADIUM INTERACTIVE SIMULATION AND VISUALIZATION, VIRGINIA TECH — FALL 2013- SPRING 2014**

Lane Stadium project is a collaboration project between School of Visual Arts and Computer Science.

Responsibilities: Modeled and Textured the Lane Stadium, Virginia Tech.

**ODD FELLOW HISTORIC BUILDING, BLACKSBURG — SUMMER 2013**

3D scanning, modeling and use the modeling to build an interactive game and virtual the building to preserve the history of Odd Fellow Hall in Blacksburg, VA. Responsibilities: 3D laser scan the exterior and the interior of the building.

Responsibilities: Laser scan the building.

## 5. 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.

### **Publications (Peer-Reviewed)**

W. Weng, W. Luo, A. Thomas, and H. Ramadan, " Evaluating student learning and game flow experience in ARTé: Mecenas. 2022 International Journal of Game-based Learning. (Submitted)

A. Thomas, M. Rugh, H. Ramadan, and J. Young, "Pushing the Limits of Game-based Instruction in Calculus: Assessing the Effects of Variant Limits" American Educational Research Association, Conference Round Table 2021.

A. Thomas, J. Young, M. Rugh and H. Ramadan, "Does using a purposeful designed video game impact student performance in an undergraduate introductory calculus course?". Journal paper (In Progress)

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

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

Thomas, A., Weng, W., Muenzenberger, A., Ramadan, H. (2019) "Game-Based Course Design: A New Approach for Effective Online Teaching". At the European Conference on Game Based Learning, Denmark, October 3-4, 2019, (Submitted and Accepted), in press.

#### **Presentations (Non-Peer Reviewed)**

Ramadan, H., Weng, W. (2019) "At Texas A&M's LIVE Lab: Transforming Traditional Education by Developing Educational Interactive Experiences/ Video Games". At the Transformational Teaching and Learning Conference, Texas A&M University. May 1<sup>st</sup>, 2019.

#### **Invited Presentations**

Ramadan, H. (2019) "Students Engagement Through Game Based Learning". At College of Architecture 50th Anniversary, Texas A&M University. November 2019.

#### **Digital and Printed Press (Non-Peer Reviewed)**

Ramadan, H., Thomas, A. (2018) "It's game-on at Texas A&M's LIVE lab". Published in eCampusNews.com, October 31st, 2018  
<https://www.ecampusnews.com/2018/10/31/its-game-on-at-texas-ams-live-lab/>

## **6. Grants**    Awarded (A), Pending (P), Not Awarded (NA)

2021 (P)        (Co-PI) Educational Math Games, A Gap Analysis. IES Education Research Grant – 2022, Department of Education. (With A. Thomas, Visualization, J. Young, Teaching Learning and Culture, C. Thompson, Educational Psychology)

- 2021 (A) (Co-PI) CoHDR – Seed Grant Spring 2021. \$500
- 2021 (NA) (PI) Using Visualization and Interactive Experience to Enhance Microbiology Learning Experience for Underrepresented Students. Innovation[X] 2021-2022. (With N. Mirhosseini, Veterinary Medicine & Biomedical Sciences).
- 2020 (A) (Other Personnel) Management and Implementation of US GEOTRACES GP17 Section: South Pacific and Southern Ocean. (With J. Fitzsimmons, Oceanography, A. Thomas, Visualization). \$95,302.00
- 2020 (NA) (Co-PI) Using visualization and gaming to enhance teaching and learning experience for TAMU students. Presidential Transformational Teaching Grants. (With N. Mirhosseini, Veterinary Medicine & Biomedical Sciences).
- 2020 (NA) (Co-PI) Framework for sheltered math instruction using a gaming environment. Bill and Melinda Gates Foundation. (With A. Thomas, Visualization, R. Capraro, M. Capraro, Jamal Young, Teaching Learning & Culture, and S. Pedersen, Educational Psychology).
- 2019 (NA) (PI) Development of Physics Prototype/Training project for transitioning the LIVE lab from using Unity to UE4. Mega Grants, Epic Games.
- 2019 (NA) (PI) Developing Interactive Learning Experience for Pre-Calculus. Presidential Transformational Teaching Grants. (With R. Capraro, Teaching Learning & Culture, A. Thomas, Visualization, and S. Rae Lee, Mathematics).
- 2019 (NA) (Co-PI) Collaborative Research: Design and Development Study to enhance the learning of statistical and probabilistic concepts. NSF\_DRK-12. (With J. Cvitanic, Mathematical Finance at Caltech, A. Thomas, Visualization, and S. Pedersen, Educational Psychology).
- 2019 (NA) (Co-PI) Urban Vertical Greening through Circular Economy: Opportunities to reduce building and manufacturing energy, reuse wastewater, reduce urban heat island effects, and grow food vertically. X-Grants. (With A. Ali, Architecture, A. Benzerga, Materials Science and Engineering, U. Neto, Electrical and Computer Engineering, B. Dvorak, Landscape Architecture & Urban Planning, G. Bonaiti, Biological & Agricultural Engineering, A. Layton, Mechanical Engineering, J. Alvarado, Architecture, F. Jaber, Biological & Agricultural Engineering, J. Wang, and R. Brown, Landscape Architecture & Urban Planning).
- 2019 (NA) (Co-PI) Transformational Pre-Calculus Learning Through Translational Computer Learning Progressions. X-Grants. (With A. Thomas, Visualization, R. Capraro, Teaching Learning & Culture, and D. Nurmagambetov, Mathematics at Prairie View A&M).
- 2018 (NA) (Co-PI) Transformational Pre-Calculus Learning Through Translational Computer Learning Progressions. NSF\_The partnership for innovation grant (limited submission). (With R. Capraro and Andre Thomas).
- 2018 (NA) (Co-PI) Major Proposal: Living Green Wall. Aggie Green Fund. (With A. Ali, Architecture, B. Dvorak, Landscape Architecture & Urban Planning, and P. Kio, Architecture).
- 2018 (NA) (Co-PI) Exploratory, interactive pre-calculus game for Latino students. NSF\_ITEST. (With R. Capraro, Teaching Learning & Culture, and A. Thomas, Visualization).
- 2018 (NA) (PI) Developing an Interactive Learning Experience for Physics. Tier One Program, Office of the Dean of Faculties, Texas A&M University. (With N. Sweany, Educational Psychology, W. Teizer, Physics).
- 2017 (NA) (Co-PI) 28 Days Later: An Integrative and Immersive Public Health Outbreak Teaching Experience. Tier One Program, Office of the Dean of Faculties, Texas A&M University. (With A. Fairchild, Agricultural Leadership Education and Communication).

## 7. Creative Work

**ARTé: Lumiere (2018).** [Video game]. USA: Triseum

Thomas, Andre; Ramadan, Hadeel; Campana, Lilia; Leiderman, Daniil; Sutherland, Susan; Zawadzki, Mary (2018). ARTé: Lumiere. Available electronically from <https://hdl.handle.net/1969.1/188003>.

**ARTé: Hemut (2018).** [Video game]. USA: Triseum

**Variant: Limits (2017).** [Video game]. USA: Triseum

Thomas, Andre; Lima-Filho, Paulo; Pederson, Susan; Ramadan, Hadeel; Bologan, Anatol (2017). Variant: Limits. Triseum. Available electronically from <https://hdl.handle.net/1969.1/188002>.

**JANUARY 25 (STORY OF A GIRL) SHORT FILM, THESIS PROJECT, VIRGINIA TECH — FALL 2014**

My work explores the possibility to integrate two-dimensional drawings with three-dimensional animated characters in computer graphics. The goal was to preserve the effects of the cartoonish artistic style and produce a strong emotional and moving story without realistic animation feel. (Author of the movie, 2.5 minutes).

**BIBLIOTHECA ALEXANDRINA 3D MODELING, VIRGINIA TECH — FALL 2012**

Reconstructed a digital model of the iconic library of Alexandria from two-dimensional architectural drawings. Modeling in Maya with creative texture applications.

**DINO ANIMATION CG EFFECTS, VIRGINIA TECH — SPRING 2013**

Cartoonish character building and animation | Captured the video, Tracked the points in Mocha and Animated the Dinosaur.

**“BLAKE TALKING FRENCH” ANIMATION, VIRGINIA TECH — SPRING 2013**

Reconstruction of a funny sketch from Friend’s sitcom. Character modeling, animation, lip sync animation and rendering based on Joey talking French.

**WAR MEMORIAL HALL AND ARMORY GALLERY, VIRGINIA TECH — SPRING 2013**

3D laser scanned spaces, re-topped point clouds, textured and lighting spaces.

**TECH OR TREAT, VIRGINIA TECH — FALL 2013**

Tech or Treat is a yearly project made for kids Halloween party. Designed my Halloween character, modeled, textured, facial animated and map projected on 3D print face.

**LASER CUT GEOMETRIC ART AND FACES, VIRGINIA TECH — SPRING 2014**

Utilized laser cutting technology and use different sittings on materials. 3D Wall Art: 2D AutoCAD draw and laser cut on wood. 3D low poly paper face: Designed, Modeled, Unfold, Laser cut, built the 3D paper face, Animated and Map Projected.

**OLD COFFEE TRADITIONS FROM THE MIDDLE EAST, VIRGINIA TECH — SPRING 2014**

Created the storyboard, animated my 2D layers using the Parallax in After Effects to give the animation a 3D feeling.

## 8. Group Exhibitions

### **BUNCH, ARMORY GALLERY, SCHOOL OF VISUAL ARTS, VIRGINIA TECH — SPRING 2014**

Bunch is a CG Effects project. Cleaned the tracking points in Mocha, Animated the character and Rendered.

### **AUGMENTED REALITY FACIAL EXPRESSIONS, ARMORY GALLERY, VIRGINIA TECH — SPRING 2014**

Allowed audience to virtually explore an animated face using the iPad. Laser scanned the face using the Faro 3D laser scanner, modeled, textured and animated the objects. rendering, animation, post-production, and multimedia. Specific course content will vary based upon curriculum requirements.

## 9. Teaching Experience

### **TEXAS A&M: Department of Visualization UNDERGRADUATE**

#### **VIST 206-501 VIS STUDIES STUDIO I – Animation (Fall 2015, Spring 2019)**

Theory and practice of visual communication methodologies and processes used in interactive media, game design and development, or animation, visual storytelling.

#### **VIST 284-503 - Intro to Maya (Spring 2016, Fall 2020)**

Introduction to software used in the visual arts including 2D raster and vector systems, and modeling.

#### **VIST 284-505/ 506 - Intro to After Effects (Spring 2016, Spring 2017)**

Introduction to software used in the visual arts including 2D raster and vector systems, modeling, rendering, animation, postproduction, and multimedia. Specific course content will vary based upon curriculum requirements.

#### **VIST 205 PRINCIPLES OF DESIGN III (Summer 2016, Fall 2016, Fall 2018, Fall 2019, Fall 2020, Fall 2021)**

Introduction to the creative processes, workflows and methodologies used in the field of visualization including interactive design, game design and development and animation.

#### **VIST 305 VIS STUDIES STUDIO II, III - Game (Fall 2017, Spring 2018, Spring 2019, Spring 2020, Spring 2021, Spring 2022)**

Theory and practice of visual communication employing digital and conventional media; development of artistic concepts, proposal development and related implementation techniques; introduction to digital painting, 3D modeling, animatics and postproduction.

#### **VIST 405 VIS STUDIES STUDIO II, III – Game (Fall 2017, Spring 2018, Spring 2019, Spring 2020, Spring 2021, Spring 2022)**

Theory and practice in the art and science of the visual image; scientific and mathematical principles as process; information theory and sensorial design; interactivity and user integration; integration of real and virtual environments including lighting design and material definition.

#### **VIST 485 DIRECTED STUDIES (Spring 2018, Spring 2019, Spring 2020, Fall 2021, Spring 2021, Fall 2021, Spring 2022)**

Special topics in visual studies.

#### **VIST 489 Special Topics, Introduction to Games Level Design (Spring 2020, Spring 2021, Fall 2021)**

Course I developed and offered in Spring 2020.

Level design is the art of creating the context in which players engage with gameplay. This course explores foundational topics in games level design including storytelling in game spaces, spatial challenges, basic game spaces, and communicating through environment art. Along the way you will learn the duties of being a level designer. Throughout the term, we will be focusing our attention on how games use space, flow and pacing to create player experience. Using a 3D level editor and formal level design process, students create fun and memorable virtual worlds.

### **GRADUATE**

#### **VISA 685 DIRECTED STUDIES (Spring 2019, Spring 2021, Spring 2022)**

Special topics in visual studies.



## 10. Service

### University:

Invited Juror, an Innovation Project in Economics: an economics learning games- Fall 2018

### Department

Undergraduate Coordinator: Fall 2021- Present

Admission Committee: Chair- Fall 2021- Present

LIVE LAB: Associate Director- Fall 2015-Present

Academic Affairs Committee: Member- Fall 2021- Present

VIZ Undergraduate Technical Arts Program Committee: Member- Fall 2020- Present

Search Committee: Member APT faculty – Interactive Design and Animation Positions- Fall 2021- Spring 2022

Undergraduate Committee (UGPAC): Member- Fall 2016-Spring 2021

Search Committee: Member T/T faculty - Motion and Animation Position- Fall 2017-Spring 2018

## 11. Professional Development

### Diversity Enhancement Trainings, TEXAS A&M — 2018

Completed multiple diversity trainings through the college such as: Tools for Inclusiveness, Community of Respect, Multicultural Campus, “What is Title IX?” and Implications for Students, Faculty and Staff.

### TEXAS A&M LEADERSHIP TRAININGS, TEXAS A&M — 2017-2018

Completed three leadership trainings through the Human Resources & Organizational Effectiveness, Texas A&M University, United States.

### ELLEN BRATTEN POTTERY STUDIO, BLACKSBURG, VA — 2008-2009

Completed multiple material process workshops with master potter Ellen Bratten at EB Workshop, Blacksburg, VA, United States.

## 12. Computer Skills

Maya, Unreal, Z-Brush, Sketch Up, Photoshop CC, Illustrator CC, After Effects CC, InDesign, AutoCAD, Final Cut Pro, Microsoft Office

## 13. Languages

Fluent reading and writing in English and Arabic

## 14. References

Available upon request