

Mason Smith, IGDA, EAI

Instructional Assistant Professor

TAMU School of Performance, Visualization, and Fine Arts

masonsmith@tamu.edu

Education

Ph.D Architecture, Texas A&M University

September 2019 - Present

Dissertation Committee:

Stephen Caffey, Ph.D (Chair)

Louis G. Tassinary, Ph.D (Co-chair, advisor)

Wei Yan, Ph.D

Patrick Burkart, Ph.D

M.S. Visualization, Texas A&M University

Thesis Title: [*Gaze direction in a virtual environment via a dynamic full-image color effect*](#)

Thesis Committee:

Ann McNamara, Ph.D (Chair)

Eric Ragan, Ph.D

Ricardo Gutierrez-Osuna, Ph.D

B.S. Visualization, Magna Cum Laude, Texas A&M University

Minor in Business Administration

Academia - Pedagogy

Texas A&M School of Performance, Visualization, and Fine Art

Instructional Assistant Professor

Spring	2023	VIST 235	<i>Theory & Practice in Visualization</i>
		VIST 439	<i>Capstone Proposal Development</i>
		VIST 489	<i>Special Topics In: Character Animation</i>
Fall	2022	VIST 206	<i>Vertical Studio - Animation</i>
		VIST 370	<i>Interactive Virtual Environments</i>
		VIST 489	<i>Special Topics In: Game Level Design</i>

Texas A&M University Department of Visualization

Instructor of Record

Fall	2019	VIST 284	<i>Autodesk Maya II</i>
Spring	2018	VIST 206	<i>3D Animation Vertical Studio</i>
Fall	2017	VIST 205	<i>Principles of Visual Communication Design III</i>
Spring	2016	VIST 106	<i>Principles of Visual Communication Design II</i>

Graduate Assistant (Teaching)

Fall	2019	VIST 372	<i>Creating Digital Environments</i>
Fall	2015	ARTS 115	<i>Drawing for Visualization</i>

Academia - Service

Texas A&M School of Performance, Visualization, and Fine Art

Fall 2022

Gaming Cluster for developing gaming major

Faculty search committee: Interactive media

Published Works

Smith, Mason, Andre Thomas, Kerrigan Gibbs, and Christopher Morrison. "[Low complexity workflow for digitizing real world structures for use in VR-based personnel training.](#)" In *Intelligent Technologies for Interactive Entertainment*, edited by N. Shaghaghi: Springer, 2021.

Smith, Mason, and McNamara, Ann. "[Gaze direction in a virtual environment via a dynamic full-image color effect.](#)" *2018 IEEE Conference on Virtual Reality and 3D User Interfaces (VR)*. IEEE, 2018.

Academia - Research

Most Recent Projects

Graduate Assistant (Researcher)

May 2018 - July 2018, February 2020 - September 2022

[FW-HTF-RM: Augmenting Spatial Cognition Capabilities of Future Workforce to Enhance Work Performance in Altered Environments Using Virtual Reality](#)

Principal Investigator: Manish Dixit Ph.D, Texas A&M University Department of Construction Science

NSF Grant 1928695, NSF Program(s): FW-HTF Futr Wrk Hum-Tech Frntr

Completed Projects

Graduate Assistant (Researcher)

September 2019 - December 2020

Object-oriented Framework for Digitizing Real-world Structures into VR-ready 3D Assets Using Procedural Modeling

Texas A&M University Learning Interactive Visualization Experience (LIVE) Lab

Principal Investigators: Andre Thomas, Texas A&M University Department of Visualization

Co-investigator

September 2016 - May 2018

Masters Thesis: [Gaze Direction in a Virtual Environment Via a Dynamic Full-image Color Effect](#)

Principal Investigator: Ann McNamara, Ph.D, Texas A&M University Department of Visualization

Research Grants - Awarded

Proposal contributor

NSF Grant 1928695: [FW-HTF-RM: Augmenting Spatial Cognition Capabilities of Future Workforce to Enhance Work Performance in Altered Environments Using Virtual Reality](#)

Principal Investigator: Manish Dixit Ph.D, Texas A&M University Department of Construction Science

NSF Program(s): FW-HTF Futr Wrk Hum-Tech Frntr

Awarded to date: 1,201,560.00 USD

Research Grants - Pending

Contributor

Human Spatial And Temporal Ability In A Virtual Reality-Mediated Simulation Of Futuristic Projected Speeds On A Hyperloop Passenger Train

Principle Investigator: Manish Dixit Ph.D, Texas A&M University Department of Construction Science

Contributor

Interactive Building Energy Modeling Simulation In VR For Secondary School Education

Principal Investigator: Manish Dixit Ph.D, Texas A&M University Department of Construction Science

Honors and Awards

Speaking Honorarium - December 2021
Program in Creative Technologies, Wonsook Kim College of Fine Arts, Illinois State University
Awarded: 300 USD

Publishing Contract Extension - October 2021
New Blood Interactive
Awarded: 16,333.00 USD

Game Developers Conference (GDC) Speaker Honorarium - July 2021
Informa Tech Division, Informa PLC
Awarded: 500 USD

Honorable Mention, Best Student Game (FAITH: The Unholy Trinity)
2021 Independent Games Festival

Lunar New Year Itch.io Selects Bundle - February 2021
Itch Corp
Awarded: 1,215.67 USD

Paper Presentation/Conference Registration Award - December 2020
TAMU Learning Interactive Visualization Experience (LIVE) Lab
Awarded: 360.00 USD

Publishing Contract - August 2019
New Blood Interactive
Awarded: 13,666.00 USD

Game Developers Conference (GDC) Travel Honorarium - March 2019
Informa Tech Division, Informa PLC
Awarded: 500.00 USD

Itch.io Selects Bundle III - May 2018
Itch Corp
Awarded: 687.36 USD

Official Selection, [18 Best Horror Games of 2017](#) (FAITH)
IGN

Excellence in Student Media Award - December 2016
TAMU Department of Student Life
Awarded: 500.00 USD

Academic Scholarship - July 2015
Guadalupe County Aggie Moms Club
Awarded: 500.00 USD

Total Awarded: 34,562.03 USD

Shipped Games

[HATCHING](#)

Release date: May 16, 2022

Client: IFC Films

Promotional mobile app for the film [HATCHING \(2022\)](#) dir. Hanna Bergholm

[ATTACK OF THE MURDER HORNETS](#) (Creative Director)

Release date: March 1, 2021

Client: JH Artist Group

Promotional game for the film [Attack of the Murder Hornets \(2021\)](#) dir. Michael Paul Stephenson

[SUMMER NIGHT](#)

Release date: March 26, 2020

Client: Dread XP

Included in the [Dread X Collection](#)

[EARL'S DAY OFF \(Demo\)](#)

Release date: February 29, 2020

Self-published, entry for [Fishing Horror Jam](#)

A 3D adventure game for Windows

[EXTRA ORDINARY](#)

Release date: February 18, 2020

Client: Cranked Up Films

Web game based on the film [Extra Ordinary \(2019\)](#) dir. Mike Ahern & Enda Loughman

[FAITH: THE UNHOLY TRINITY \(Demo\)](#)

Release date: October 31, 2019

Publisher: [New Blood Interactive](#)

A game for Windows

[THE WIND](#)

Release date: March 21, 2019

Client: IFC Films

Web game based on the film [The Wind \(2019\)](#) dir. Emma Tammi

[FAITH: CHAPTER II](#)

Release date: February 23, 2019

Self-published

A game for Windows

[FAITH](#)

Release date: October 4, 2017

Self-published

A game for Windows

Speaking Engagements, Presentations, Panels, Workshops, etc.

Presentation on Indie Game Development
SIGGRAPH 2022 Student Volunteer group
July 26, 2022

Game design presentation for Creative Technologies students
[Wonsook Kim College of Fine Arts](#), Illinois State University
December 1, 2021

[MORTIS 101: FAITH's Horror Design Toolkit](#)
35th Game Developers Conference (GDC)
July 22, 2021

Basics of Gaze-based Interactivity with VIVE Pro Eye workshop
[EAI Intetain 2020](#): 12th EAI International Conference on Intelligent Technologies for Interactive Entertainment
December 11 - 15, 2020

FAITH Behind the Scenes and Q&A
[IGDA Des Moines, Iowa Chapter](#)
October 20, 2020

Presentation at Department of Digital Media and Design
University of Connecticut
October 13, 2020

Home to Horror: Building an Inclusive Online Community Panel
[Penny Arcade Expo \(PAX\) Online](#)
September 19, 2020

Augmenting Spatial Cognition Capabilities of Future Workforce to Enhance Work Performance in Altered Environments Using Virtual Reality
[Texas A&M University College of Architecture Research Symposium Grant Showcase](#)
September 14, 2020

[The Art of FAITH: Horror at 192 x 160 Pixels](#)
33rd Game Developers Conference (GDC), San Francisco CA
March 2019

3D Animation Workshop
TAMU ACM SIGGRAPH, College Station TX
March 2019

FAITH postmortem
[Fantastic Arcade, Austin TX](#)
October 2018

Organization Affiliations

Member, Atheneum Expert Network

Member, European Alliance for Innovation

Tech Advisor, Amazon Web Services Game Developers Council

Member, International Game Developers Association

Consulting Researcher, Texas A&M University Learning Interactive Visualization Experience (LIVE) Lab

Community Involvement

Reviewer, short papers track

The 21st IEEE [International Symposium on Mixed and Augmented Reality \(ISMAR\)](#)

October 17-21, 2022, Singapore

Featured developer, donor

[Summer Games Done Quick \(SGDQ\)](#) benefiting Doctors Without Borders

June 27, 2022, online

Executive financial clerk

Volunteer accounting and finance work for ministry distributing welfare funds to underserved and minority families

January 2022 - present, Navasota, TX,

Featured developer, donor

[Awesome Games Done Quick \(AGDQ\)](#) benefiting The Prevent Cancer Foundation

January 9-16, 2022, online

Featured developer

[Summer Games Done Quick \(SGDQ\)](#) benefiting Doctors Without Borders

July 4 - 10, 2021, online

Mentor

Drawing workshop for underprivileged and at-risk youth

June 2021, Navasota, TX

Featured developer

Charity stream benefiting Black Lives Matter Los Angeles hosted by [Ember Escape](#)

June 5, 2020, online

Mentor

[Covid-19 Game Jam](#)

TAMU Learning Interactive Visualization Experience (LIVE) Lab

April 2020, Texas A&M University

Panelist

Texas Aggie Game Developers (TAGD) mentor panel

February 2020, Texas A&M University

Visiting mentor

College View High School animation class

January 2018 - May 2018, College Station, TX

Speaker

Rudder High School animation class

September 2016, Bryan, TX

Professional Experience

Game designer, developer (consulting)
Self-employed
February 2019 - present

Digital artist (consulting)
Texas A&M Mays Business School
April 2019 - May 2019

Technical animator & game designer (consulting): The Crystal Core game-based learning series
BitLoft
May 2018 - April 2019

Rigger, animator: Variant: Limits calculus learning game
Triseum LLC
May 2016 - May 2017

Production Experience

Animator
The Battalion Social Media Desk
August 2017 - January 2018

Animator, rigger
Animated short film "Trash Whale", dir. and produced by DreamWorks Animation
May 2016 - August 2016

Animator
Texas A&M Visualization Lab
January 2014 - May 2017

Exhibitions

PAX Aus (Featured developer)
October 7-9, 2022, Melbourne

Fear Fest: Black Summer
September 6, 2022, online

PC Gaming Show
June 12, 2022, online

DreadXP Spooky Showcase (Featured developer)
October 31, 2021, online

PC Gaming Show, Electronic Entertainment Expo (E3) 2021
June 13, 2021, online

Steam Game Festival: Autumn Edition [Developer Spotlight](#)
October 7, 2020, online

IGDA Games Showcase
April 2020, online

Fantastic Arcade
October 2018, The Museum of Human Achievement, Austin, TX

Viz-A-Gogo
2013 - 2018, Bryan, TX

Exhibitions, continued

'CTRL + S'
July 2016, Bryan, TX

'Maneuvers' photography show
5-7 May 2016, Wright Gallery, Texas A&M University

'PROOF: Exploring Experimental Photography'
9-23 April 2016, Parker Lumber Co., Bryan, TX

'Body Extension' sculpture presentation for at-risk youth
5 March 2015, Texas A&M University

DELTOROCON, a Fan Convention Devoted to Creative Works of Guillermo del Toro
10-13 July 2014, online

'Geo-lusions' projection mapping show
3 July 2014, Texas A&M University