

## CURRICULUM VITA

Barbara Klein, MFA  
Instructional Associate Professor  
School of Performance, Visualization and Fine Arts  
Texas A&M University at College Station  
bklein@tamu.edu  
281.795.4784

## EDUCATION

2019 MFA, College of Architecture, Texas A&M University, College Station, Texas  
2008 MS, College of Science and Engineering, Sam Houston State University, Huntsville, Texas  
Concentration: Digital Forensics  
1994 BS, College of Agriculture and Life Sciences, Texas A&M University, College Station, Texas  
Concentration: Ecology  
2013 24 Post Graduate Hours in Leadership and Administration, Lamar University, Beaumont, Texas

## ACADEMIC APPOINTMENTS

### TEXAS A&M UNIVERSITY

2023- Present Instructional Associate Professor, Associate Graduate Programs Director,  
Visualization, School of Performance, Visualization and Fine Arts  
2022-2023 Instructional Associate Professor, Visualization, School of Performance,  
Visualization and Fine Arts  
2016-2022 Instructional Assistant Professor, Department of Visualization  
2018-2021 Associate Department Head, Department of Visualization  
2018-2021 Undergraduate Program Coordinator, Department of Visualization  
2018-2019 Study Abroad Coordinator, Department of Visualization

### OTHER

2001-2016 Instructor Graphic Design, Texas A&M Consolidated High School,  
2008-2016 Adjunct Instructor, Graphic Design/Web Development , Blinn College,

Committees, Subcommittees and Task Forces  
*Departmental / Section Level*

Promotion and Tenure, APT\_Kicklighter, Chair, 2023  
Promotion and Tenure, APT\_Bologan, Member, 2023 (postpone)  
AEFIS Student Review Chair, 2023  
Annual Faculty Review Committee, 2023  
Member, Graduate Faculty 2022-present  
Chair, Visualization Industry Partners, 2021-present  
Co-Chair, Faculty Search Committee (2 positions- postponed), 2022-2023  
Chair, Awards Committee, 2021-2022  
Co-Chair, Visualization Curriculum Task Force, 2020-2021  
Chair, Visualization Technical Arts Committee, 2020- 2021  
Chair, Undergraduate Program Advisory Committee, 2018-2021  
Member, Visualization Department Administrators, 2018-2021  
Member, Faculty Search Committee, 2018-2019

### *College Level*

Chair, SECC campaign 2021  
Member, Architecture Department Head Search Committee, 2019  
Member, Leadership Minor Review Committee, 2019-2020  
Member, Academic Affairs Committee, 2018-2021

### *University Level*

Nominee Member, Task Force, APT Hiring and Reclassifications Guidelines, 2023  
Member, Innovation X committee, 2019

## Grants and Awards, Exhibitions

### *Grants*

Co-Investigator. ( \$20,000) Innovation X Project Grant:  
Real Time Analytics for Data Visualization, 2021

Co-Investigator Blake, J. J., Salter, P., Ramasubramanian, S., Luo, W., James, M., Elbert, C. D., Davison, C. H., Rubio-, Goldsmith, P., Sweeney, N., Poling, N., Kailani, S., & Klein, B. "Project X-CEL: Eliminating Bias in School Discipline through Teacher Training." Total Award: \$1,411,051. Texas A&M University X-GRANT, 2018-2023

P.I., 'Design Solutions' (\$5,000) Transformative Interdisciplinary Experiences, Texas A&M University, 2020, P.I., 'Art of Leadership.' (\$5,000) Transformative Interdisciplinary Experiences, Texas A&M University, 2020

Member, (\$20,000) 'Future visioning of local climate change: Planning, design, policy and health impacts of sea-level rise in League City, TX.' University Action 2016:

Education First Initiative Interdisciplinary Competitive Grant, Texas A&M University, 2017

P.I. 'Perception is Everything', (\$1,000), College Station ISD Education Foundation, 2015.P.I. 'Keeping it Green', (\$10,000), Lowes Grant, 2011

## *Exhibitions*

SIGGRAPH, Faculty Submitted Student Work Exhibit (Capstone, 2023)

Faculty Biennial Art Show, Stark Gallery, Texas A&M University, College Station, Texas, 2023

SIGGRAPH, Faculty Submitted Student Work Exhibit (Capstone, 2022)

SIGGRAPH, Faculty Submitted Student Work Exhibit (Capstone, 2021)

Faculty Biennial Art Show, Stark Gallery, Texas A&M University, College Station, Texas, 2021

Illumination 2020, Cameron Art Museum, Wilmington, North Carolina, 2020

(Solo) Abstruse, Art of War, Downtown Bryan, Bryan, Texas, 2019

Texas Vignette, Curator Leslie Moody Castro, Women's Museum at Fair Park, Texas, 2019

Erotic Art Show, Rochester, New York City, New York, 2019

Small Works, Sanger Gallery, Key West, Florida, 2019

Faculty Biennial Art Show, Stark Gallery, Texas A&M University, College Station, Texas, 2019

Glimpse, Wright Gallery, Texas A&M University, College Station, Texas, 2019

An Evening of Fine Art, Engel and Voelker's, Downtown Bryan, Texas, 2019

First Fridays Sept-May, Viz North Downtown Bryan, Bryan, Texas, 2019

Dynamic, Brazos Art Council, College Station, Texas, 2018

VIZ-a- Go-Go, Plaza Downtown Bryan, Bryan, Texas, 2018

## **Presentations, Service, and Certifications**

### *Presentations*

Transformative Teaching Conference (Accepted), College Station, Texas 2023

Promotion Workshop, Technological Arts, Interactive and Media Committee, College Station, Texas 2023

Texas Conference on Student Success, Interdisciplinary Business Revitalization, Poster Presentation, College Station Texas, 2022

Aggieland Saturday, Visualization Focus, Texas A&M University, College Station Texas, 2021  
Graduate Seminar, Pedagogy Training, Texas A&M University, College Station Texas, 2021  
Aggieland Saturday, Visualization Focus, Texas A&M University, College Station Texas, 2020  
Studio Panel, Freshman Seminar, Texas A&M University, College Station Texas, 2019  
Artist Talk, Abstruse, Texas A&M University, College Station Texas, 2019  
Aggieland Saturday, Visualization Focus, Texas A&M University, College Station Texas, 2019  
Pecha Kucha, Downtown Bryan Texas, 2015  
Keeping it Green: Skills National Conference, Kansas City, MO., 2011

## Service | Community

2023 Midtown Park Playground RFQ Review Committee, City of Bryan, 2023  
Board Member, CTE Nation, Bryan Texas, 2022-present  
Innovation Center | Design Spark Mentor, Bryan Texas, 2021-present  
SkillsUSA State Technical Chair: 3D animation, pin design, & T-shirt, Corpus Christi, 2022  
City of Bryan Investor Retreat, Los Angeles, California, 2022  
City of Bryan Trade Mission, Berlin, Croatia, Amsterdam, 2021  
Design Spark, Mentor, Bryan, Texas 2021 - present  
SkillsUSA State Technical Chair, Corpus Christi Texas, 2019, 2020, 2021  
SkillsUSA Secondary & Postsecondary State Judge, 2019-2021  
SkillsUSA Judge, District 7, Beaumont, Texas, 2016-2021  
Blackstone Mentor, Mays Business School, Texas A&M University,  
College Station, 2017-present  
Startup Aggieland Mentor, Mays Business School, Texas A&M  
University, College Station, 2016-present

## Certifications

CompTIA Security +  
Instructional Leadership Development  
ACA - Adobe Flash, Photoshop

## Teaching Improvement & Development

### *Professional development*

University  
STRIDE (Strategies and Tactics for Recruiting to Improve Diversity and Excellence), 2022  
Department Head Development Workshop, 2020  
Creating a Discrimination-Free Workplace, 2019  
STRIDE (Strategies and Tactics for Recruiting to Improve Diversity and Excellence), 2019

## Professional Conferences

SIGGRAPH, Los Angeles, California, 2023

Student Success, (presenter), College Station, 2022

SIGGRAPH, Vancouver Canada, 2022

FMX, Stuttgart Germany, 2019

SIGGRAPH, Los Angeles, California, 2019

SIGGRAPH, Vancouver, British Columbia, 2018

Global Consortium of Entrepreneurship Centers, Halifax, Nova Scotia, 2018

## Teaching Evaluations

Annual Performance Review 2023 - Promotion Received, Supervisor Ann McNamara

Annual Performance Review 2022 - Most Meritorious Service, Supervisor Wenping Wang

Annual Performance Review 2021 - Most Meritorious, Supervisor Wenping Wang

Annual Performance Review 2020 - Outstanding, Supervisor Tim McLaughlin

Annual Performance Review 2019 - Outstanding, Supervisor Tim McLaughlin

Annual Performance Review 2018 – Good, Supervisor Tim McLaughlin

## Post-Secondary Experience

### Texas A&M University

#### VIST 439 - Business for Creatives

Introductory business course for artists seeking guidance on business contracts, forms, tax and client conduct.

#### CARC 331 / 311 - Study Abroad

Summer 2022

Design and UI implementation of business revitalization plan.

#### VIST 439 Capstone Proposal Development

Fall 2022, Spring 2023

Individual proposal development for capstone studio; demonstration of ideation and concept development, drawing and design, art history, aesthetics, research, methodology and processes, scripting or programming and digital communication.

#### VIZA 685 Directed Studies

Spring 2021, Fall 2021

Individual problems involving the application of theory and practice in Visualization.

VIST 409 Capstone Studio – (Studio)

Spring 2021, Fall 2021, Spring 2022, Fall 2022, Spring 2023

Completion of the proposed capstone project; integration of core methodologies, concept development, drawing and design, art history, aesthetics, research, methodology and processes, scripting and programming, and digital communication; required peer reviewed publication or other appropriate venues.

VIST 131 First-Year Seminar – (Large Seminar)

Fall 2020, Fall 2021, Fall 2022

Seminar on contemporary topics related to Visualization; introduction to college instruction and experiences; focus on writing, exploration, discussion, and research.

VIST 235 Theory and Practice in Visualization – (Writing Intensive)

Spring & Fall 2020, Spring 2023

Professional material development, media theory and trends, copyright law, and common business practices; professional practice in pursuit of career paths for creative fields in Visualization.

VIST 485 Directed Studies – (One on One Mentor)

Spring 2017- present

Special problems in visual studies. Including supervision of industry partners mentorships with students.

VIST 405 Visual Studies Studio III- (Animation – Studio)

Spring 2017, Fall 2017, Spring 2018, Fall 2018, Spring 2019, Fall 2019, Spring 2020

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

VIST 305 Visual Studies Studio II – (Animation – Studio)

Fall 2016, Spring 2017, Fall 2017, Spring 2018, Fall 2018, Spring 2019, Fall 2019

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 post-production.

VIST 284 Visualization Techniques (After Effects – Technical)

Fall 2016, Spring 2017, Fall 2017, Spring 2018, Fall 2021

Introduction to software used in the visual arts for technical manipulation of content, including film editing, gaming, Augment Reality (AR)/Virtual Reality (VR), or Audio.

VIST 283 3D Visualization Techniques (Maya – Technical)

Fall 2017, Spring 2018

Introduction to software used in the visual arts including 3D modeling, gaming, and animation; applicable to 3D printing and rendering. Specific course content will vary based upon curriculum requirements.

ARTS 104 Introduction to Graphic Design (Technical)

Fall 2016, Spring 2017, Fall 2017

Introduction to the concepts and techniques utilized in graphic design; basic digital camera operations, typography, use of color, design principles; integration of type, graphic elements, and images.

Blinn College

ARTS 2348 Digital Arts (Technical)

Fall 2008-Spring 2016

Studio art courses that explore the potential of the computer hardware and software medium for their visual, conceptual, and practical uses in the visual arts.

ARTS 2345 3D Modeling and Animation (Technical)

Fall 2008- 2016

Studio art courses that explore the potential of the computer hardware and software medium for their visual, conceptual, and practical uses in the visual arts. Explores the three-dimensional potential of the computer hardware and software medium for their visual, conceptual, and practical uses in the visual arts.

IMED 1316 Web Design I (Technical)

Fall 2013-2016

Instruction in web design and related graphic design issues including mark-up languages, and browser issues. Students will identify how the Internet functions with specific attention to file transfer; apply design techniques in the creation and optimization of graphics and other embedded elements; demonstrate the use of World Wide Web Consortium (W3C) formatting and layout standards; and design, create, test, and maintain a web site.

**Secondary Experience**

A&M Consolidated High School

2000-2016

Certification: Career and Technology, Trade and Industry Education

Key Roles: Skills USA Sponsor, Robotics Sponsor, High-School Mentor for Startup Aggieland (TAMU), Dual Credit Instructor.

Impact: Course Creation. Developed Animation independently with no base curriculum into a National Award-Winning program.

### 3D Animation II

Studio art courses that explore the potential of the computer hardware and software medium for their visual, conceptual, and practical uses in the visual arts. Explores the three-dimensional potential of the computer hardware and software medium for their visual, conceptual, and practical uses in the visual arts.

### 3D Animation I

Studio art courses that explore the potential of the computer hardware and software medium for their visual, conceptual, and practical uses in the visual arts. Explores the three-dimensional potential of the computer hardware and software medium for their visual, conceptual, and practical uses in the visual arts.

### Practicum

Individual problems involving the application of theory and practice in Visualization.

### Graphic Design I

Introduction to the concepts and techniques utilized in graphic design; basic digital camera operations, typography, use of color, design principles; integration of type, graphic elements.

### Web Design I

Instruction in web design and related graphic design issues including mark-up languages, and browser issues. Students will identify how the Internet functions with specific attention to file transfer; apply design techniques in the creation and optimization of graphics and other embedded elements; demonstrate the use of World Wide Web Consortium (W3C) formatting and layout standards; and design, create, test, and maintain a website.