Timothy Andrew Weaver
Instructional Associate Professor
Multidisciplinary Artist
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EDUCATION

Texas A&M University, Department of Visualization
Master of Science Visualization Sciences, May 2010

The University of Houston, Department of Art
Bachelor of Fine Arts, Studio Art Painting, May 2004

The University of Texas at Austin, Department of Mechanical Engineering
Bachelor of Science Mechanical Engineering, August 1998

TAMU EMPLOYMENT

Texas A&M University Section Chair for Art & Design, College of Performance, Visualization and Fine Arts August 2023 – Present

ADMINISTRATIVE DUTIES

- Advocate for faculty on research and creative works
- Assign hiring committees
- Attend Executive Council meetings as Art & Design representative
- Serve as ARTD annual review committee chair and shepherd a faculty team to review faculty and develop reports for the dean
- Collaborate with program directors on faculty workload and teaching needs
- Manage and recommend service opportunities to faculty
- Communicate happenings and opportunities down to faculty
- Manage budget for section while supporting research,creative works and professional development opportunities for Art & Design faculty
- Inspire a culture of creativity and support within the Art & Design section.

Texas A&M University Instructional Associate Professor, School of Performance, Visualization and Fine Arts January 2023 – Present Visiting Lecturer August 2012 - December 2012

TAMU TEACHING

- Provide course design, curriculum and teaching in PVFA ● Contributions through service or research in PVFA ● Attend faculty meetings.
- Collaborate on developing and foster new Major/Minor in Art curriculum
- Serve on school and/or university committees
- Teach courses in visualization program

COURSES

VIZA 689 - Special Topic - Fundamentals of Design
VIZA 611 - Concepts of Visual Communication(Graduate Course)
VIZA 685 - Directed Studies (Graduate Course)
ARTS 303 - Graphic Design
VIST 105 - Fundamentals of Design
ARTS 210 – Intro to Digital Photography
VIST 235 – Theory and Practice in Visualization
VIZA 622 – Design Communication I (Graduate Course)
VIST 115 - Drawing for Visualization

ADDITIONAL TAMU TEACHING

Fall 2024	UI/UX Research Directed Studies VIZA 685 - Marina Trevino
Summer 2024-Fall 2024	Fresh Forward Wright Gallery Exhibition - ARTS 210 Digital Photography Student Exhibited Work (Sophia Carver, Tilly Hillje, Li Shen)
Fall 2023	Photography Grad Student Directed Studies VIZA 685 - Alyssa Schaechinger
Fall 2023	Photography/Brand Design Grad Student DIrected Studies VIZA 685 Marina Trevino
Summer 2023-Fall 2023	Fresh Forward Wright Gallery Exhibition - VIZA 622 Public Exhibition of *A Musical Approach to Making Quantum Mechanics Relatable* Reel
Spring 2023	Physics Fest 2023 - VIZA 622 Public Exhibition of *A Musical Approach to Making Quantum Mechanics Relatable* Reel

Texas A&M University, Department of Visualization College Station, TX Graduate Assistant Teaching, August 2007 – May 2008

- Videography (VIZA 643) - Assisting Carol LaFayette
- Time Based Media (VIZA 644) - Assisting Carol LaFayette
- Design Communication (VIZA 622) - Assisting Karen Hillier
- Design Communication II (VIZA 623) - Assisting Karen Hillier

- Viz-a-gogo (VIZA 614) - Assisting Karen Hillier
- Color Photography (VIZA 647) - Assisting Karen Hillier
- Time Based Media (ENDS 489) - Assisting Yauger Williams

Cushing Memorial Library, Texas A&M University Graduate Assistant Non-Teaching, August 2004 - August 2007
- Graphic design and web design for exhibits and promotion
- Rare book photography and imaging
- Book History Workshop video editing

TAMU SERVICE

Aspiring Leadership Program Fellow - TAMU (Fall 2024-Spring 2025) Graduate and Professional School - MyGradJourney Steering Committee

- Engagement in the host office for approximately 10 hours a week, focused on MyGradJourney
- Attend one external professional development program, in person or virtually, focused on leadership and/or leadership in higher education
- Engage in a monthly cohort-based leadership academy along with fellows from other leadership development programs facilitated by Faculty Affairs, scheduled for 12-2 on the first Tuesday of each month
- Engage in self-assessment of leadership skills and strengths
- Complete readings related to the monthly lunchtime seminars
- Report the outcomes from both the project and the overall Aspiring Fellow experience
- Following completion of the fellowship program, engage with one event annually for networking and mentoring among Aspiring program cohorts

Institute of Applied Creativity Fellow - TAMU (Fall 2024 - present) College of Performance, Visualization and FIne Arts

- Interdisciplinary Collaboration with faculty fellows in IAC
- Forum for interdisciplinary creative work

Tech Steering Committee Member - College of PVFA (Spring 2024 - Present)
- Collaborate with PVFA IT and PVFA Faculty to strategize hardware and software needs over all programs
- Message technology needs, issues and concerns to PVFA faculty as needed ● Provide feedback from faculty to IT on tech.

ADDITIONAL TAMU SERVICE

Summer 2024	Hiring Committee Member - Visiting Lecturer ARTD - Photography
Spring 2024	Hiring Committee Member - Senior Visualization Production Specialist
Spring 2024	Hiring Committee Member - TT Music Technology
Fall 2023 - Spring 2024	Hiring Committee Member - Instructional Assistant ARTD - Graphic Design
Spring 2023	Annual Review Committee Member - Chaired by Felice House
Spring 2023	BFA ARTD Committee - Course Syllabus for Motion Graphics/2D Animation
Spring 2023 to present	Faculty Sponsor - TAMU Photography Club

TAMU GRANTS

PFVA Interdisciplinary Internal Grant - $5000 - Interdisciplinary Illuminations (Fall 2023 Spring 2024)

- Served as Principal Investigator with Co-Investigator Professor Jeff Morris
- Funded Research and Creative Works in Projection Mapping, Interactive Design
- Collaborated across disciplines in the School of PVFA
- **Completed Projects**

5/4/2024	Rudder Tower Projection Mapping for Vizagogo - Collaboration with Michael Bruner's Interactive Design Vertical Studio, Jeff Morris PERF 316 Students, The Hive Student Vizagogo Committee. Facilitated by Tim Weaver.
4/20/2024	Projection Mapping for Perf 303 Jim Ball Final Projects in Collaboration with Tim Weaver's ARTS 210 Photography Course
4/10/2024	Interactive Dance Floor for Matthew Campbell's Silent Disco. Projected dance floor in LAAH Black Box developed in Touch Designer by Tim Weaver.
4/4/2024	Tech for Vizagogo Rudder Projection. Initial test and setup for Vizagogo Event with Michael Bruner.

3/1/2024	Community Engagement with Vortex Studio, Bryan TX. Tim Weaver mapped the studio building facade for their community art marketplace event using MadMapper.
12/5/2023	Viz Fall Show Projection Mapping of VIST 105 Pattern Projects with audio accompaniment from WIll Connor's PERF 317 Final project music tracks.
9/28/2023-10/8/2023	Collaboration with Blinn College on *Carmela Full of Wishes* theater production. Created around 20 digital environments and mapped them to the stage geometry. https://www.blinn.edu/news/2023/11/blinn-bryan-theatre-troupe-earns-prestigious-kennedy-center-american-college-theatre-festival-honors.html

BLINN COLLEGE EMPLOYMENT EXPERIENCE

Blinn College, Bryan, TX Program Coordinator Art and Visual Communication, Arts, Kinesiology and Agriculture January 2016 – December 2022

DEPARTMENTAL RESPONSIBILITIES
- Project manager and coordinator of workforce and technical art programs
- Responsible for developing procedures and devising strategies to increase student enrollment, retention, and degree completion
- Collaborate regionally with industry for student internship opportunities in graphic design
- Facilitate advisory board meetings with local industry to solicit feedback on Blinn's Art and Visual Communication degree and certificate programs
- Collaborate with high school faculty on dual credit courses and opportunities for high school students wanting to earn first year college credit in Art and Visual Communication program
- Manage, evaluate, and collaborate with a talented team of art faculty to help ensure the program maintains industry standards
- Design course schedule for academic and technical digital arts faculty each semester
- Help students develop workplace competent portfolios to meet the needs of the workforce
- Develop strategic course plans for expansion of Art and Visual Communication program offerings
- Propose new Art and Visual Communication courses and programs to meet the regional needs of the job market
- Hiring manager for Art and Visual Communication job postings, chair of hiring committee, including selection of committee members

- Implements short-term and long-term projects within the department, including meeting deadlines
- Program has grown by 30% since 2016, consistent semester enrollment of 60-70 students
- Collaborate with faculty college wide on Duddleston CTE Scholarship Award selection
- Design and Implement curriculum for workforce needs
- Propose and develop degree changes and course additions as needed to existing degrees though advisory feedback and faculty input
- Propose and develop new degrees to meet the needs of the student population. This includes the recent Game Art Specialization certificate that is part of the Simulation and Game Design degree program.

Blinn College, Bryan, TX Full-Time Instructor, Arts, Kinesiology and Agriculture August 2009 – Present

TEACHING
- Mandatory 4 course minimum per semester in addition to leadership/service duties
- Develop digital arts studio courses for the Bryan Campus
- Develop online and blended courses for the arts program through Blackboard and D2L
- Member of hiring committees for fellow Arts faculty
- Mentor students to develop portfolios for transfer to higher academic institutions
- Promote Blinn College Visual Arts to the Bryan College Station community through student and faculty art shows
- Collaborate with other digital arts faculty to create curriculum based on state mandated student learning outcomes
- Assess student learning outcomes through data collection and analysis
- Routinely submit online courses for QM Essentials Standards Review
- Teach students from diverse backgrounds and experiences: first generation, traditional undergraduates, second-career professionals, veterans, and adult learners
- Excellent Student Perception of Instruction course reviews for the last 13 years
- Collaborate with local business to develop internship learning plans for ARTC 2388 Internship in Commercial and Advertising Art

COURSES CURRENT AND PREVIOUS
Photography (ARTS 2356)
Photography II (ARTS 2357)
Digital Media - 2D Canvas (ARTS 2348)
Digital Art II - 3D Canvas - Discontinued by ACGM (ARTS 2349)

Design I (ARTS 1311)

Drawing I (ARTS 1316)

Drawing II (ARTS 1317)

Art Appreciation (ARTS 1301)

Graphic Design (ARTS 2313)

Independent Study in the Arts (ARTS 2389)

Digital Imaging (ARTC 1302)

Computer Illustration (ARTC 1353)

Digital Publishing I (ARTC 1313)

Typography (ARTC 1327)

Digital Publishing II (ARTC 2313)

Art Direction (ARTC 1349)

Portfolio Development for Graphic Design (ARTC 2335)

Internship in Commercial and Advertising Art (ARTC 2388)

Digital Video (ARTV 1351)

2D Animation (ARTV 2301)

Intro to Digital Media (IMED 1401) (as Curriculum Resource Team)

COURSE MANAGEMENT LEARNING SYSTEM EXPERIENCE

- Develop master course shells and course templates to aid newly hired and first time online faculty, formerly through Blackboard and currently through D2L
- Implement recommended workflow administered by Blinn College distance education specialists
- Strive to adhere to Americans with Disabilities Act (ADA) compliance for online courses, i.e. YuJa automatically generates subtitles for online video
- Integrate college level policies into online courses and syllabi
- Integrated YouTube, Tegrity, and now YuJa video software into courses for visual learning
- Obtained Quality Matters (QM) Online Course Peer Review Certification in 2018 and utilizes best practices and review process based on this training
- Course peer-reviewer for online courses outside my department, liaises with department faculty and review team to ensure QM standards are met

ART AND VISUAL COMMUNICATION PROGRAM SPECIAL PROJECTS

- TEDx Video Editor and Production Artist for Blinn College, 2016, 2018, and 2019 o Shot, edited, and post-produced video for over twenty TEDx talks
    - o   Adhered to TEDx video standards

- Blinn Theater Bryan Projection Artist, 2011-present
    - o Collaborate with theater director to establish video projection assets o   Used Isadora node-based software to establish production queues and projection mapping
    - o Create projected assets (original art) through various digital media and traditional media o   Collaborated with production team to achieve consistent artistic vision

BLINN COLLEGE INTERDEPARTMENTAL SERVICE

2022	Computer Science department Head Hiring Committee, outside member
2021	Simulation and Game Development Coordinator Hiring Committee, outside member
2020	eSports Head Coach Hiring Committee, outside member
2019	YuJa Pilot Program and Implementation Team, member, investigating software through case study usage in online courses
2018 - 2022t	Blinn College QM Essential Standards Course Reviewer
2018 - 2022	Blinn College Division Leadership Council
2018	Marketing and Communications Hiring Committee, outside member
2016, 2018, 2019	TEDx Committee and Video Specialist– Blinn College, member
2010 - 2022	Blinn Bryan Theater Projection Artist, Public Performance of Interpretive, creative and collaborative digital set pieces and environments
2010 - 2022	Faculty sponsor for student Film Club/Photo Club, Blinn Campus
2009 – 2022	Student Art Exhibition Committee, Head of committee from 2009-2017 and juror

BLINN COLLEGE SERVICE - CENTER FOR TEACHING AND LEARNING (CTL)

2022	Demo of Online ARTS 2313 Graphic Design Course Shell
2021	Utilizing Online Checklists to Improve Student Success
2019	Photography instruction and camera use to Blinn College librarians and staff
2012	Photography instruction to Marketing and Communications staff

OTHER EMPLOYMENT

The Matthews Group, Bryan, TX Graphic Designer/Animator/Video Editor, May 2008 - August 2009
- Created and worked on graphic design, animation, and video editing projects per client specifications
- Worked in a team-oriented environment ● Maintained billable hours on a per project basis ● Assisted on event planning and execution as needed.

Special Collections and Archives, University of Houston Digital Technician, January 2002 - August 2004
- Web design for online exhibits - *Stultifera Navis, Ship of Fools, Cruiser Houston*
- Staff photographer
- Rare book photography and imaging

Timothy Weaver Design, Houston, Bryan, TX Freelance Graphic/Video Services, January 2002 - Present
- Design print, online, and video projects per client specifications

PUBLICATIONS

Weaver, Timothy A. (2010). Video Installation Design: Appropriation and Assemblage as Projection Surface Geometry. Master's thesis, Texas A&M University. Available electronically from http://hdl.handle.net/1969.1/ETD-TAMU-2010-05-7949

COMMUNITY OUTREACH, EXHIBITIONS AND CREATIVE WORKS

2010-2022	Blinn Visual Arts Student Art Show – Physical and Digital Exhibition
2016-2019	Red Wasp Film Festival Jury Member/Committee/Editor, Bryan, TX
2018	Arts Council of Brazos Valley Summer Programs Minecraft Instructor, College Station, TX
2012-2018	Arts Council of Brazos Valley Summer Programs Comic Book Instructor, College Station, TX
2012	Blinn College Division of Fine Arts Faculty Exhibition - Sealy, TX
2010-2011	Blinn College Art Step, Bryan, TX
2007	Viz Lab Student Exhibition, House Paintings Studio, Bryan, TX
2006	Group Art Exhibition, House Paintings Studio, Bryan, TX
2005-2010	Viz-a-gogo Student Exhibition, College Station, TX

2004	Group Art Exhibition, Commerce Street Warehouse, Houston, TX
2002-2003	Student Exhibition UH Blaffer Gallery, Houston, TX

CERTIFICATES AND CONTINUING EDUCATION

01/2020	Maya 2020 Training - Refresher
01/2020	Learning Print Production
10/2018	Quality Matters Online Course Peer Review Certification
05/2018	Improving Your Online Course - Quality Matters, Certificate
04/2017	Photoshop World 2017 Attendee

SOFTWARE SKILLS

Adobe Creative Cloud

Autodesk Maya, Mudbox, 3ds Max

Pixar's Renderman

D2L, Blackboard, Canvas (LMS)

Final Cut Pro

Isadora/vvvv

Touchdesigner

Madmapper