

André Thomas

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Department of Visualization
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Research Interest

- Interactive Games: Game Based Learning, Interactive Storytelling
- Computer Graphics: Procedural content generation, rule based content generating systems
- Visualization: Historical and Archaeological visualization, interactive real-time reconstruction

Teaching Experience

Texas A&M University, College Station

Assoc. Professor of the Practice

January 2014 - present

- VIST 372 Creating Digital Environment (Spring 2014, Spring 2015, Spring 2016, Fall 2017)
- VIST 405 Visual Studies III (Fall 2014, Spring 2015, Fall 2015)
- VIST 486 Introduction to Game Design (Spring 2014, Fall 2014, Spring 2015, Fall 2015, Fall 2016, Fall 2017)
- VIST 487/CSCE 443 Game Development (Spring 2014, Fall 2014, Spring 2015, Fall 2017)
- VIST 627 Industry Summer Course (Summer 2015)

London Institute University, London

Associate Lecturer

September 2003 – December 2004

Responsible for preparing and teaching classes to continuing education and undergraduate students to prepare them for actual 3D CG production environments.

Professional Experience

Triseum, Bryan, TX

CEO

November 2014 – present

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.

Live lab, Texas A&M University, College Station, TX

Director

May 2014 - present

Co-Founded the LIVE lab (Learning Interactive Visualization Experiences lab). Directing day to day activities that include researching, designing, teaching interactive learning experiences.

EA Sports, Orlando, FL

Head of Graphics – Football

January 2007 – December 2013

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

Classic Media, New York/Mumbai

Consultant

September 2006 – October 2006

Onsite emergency help and direction at outsourcing company to finish the movie **Casper's Scare School**.

DNA Productions Inc., Houston, TX

Department Head – Shading/Rendering

January 2005 – December 2006

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

Vanguard Animation, London

Technical Director Shading/Rendering

September 2003 – December 2004

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.

Creative Concepts & Forensic Media Ltd. London
Project Lead/Producer

October 1999 – August 2003

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

CCT Interactive Ltd. London,
Project Lead/Producer

December 1997 – August 1999

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**”.

ManRayManInk Frankfurt am Main Germany/ London,
Producer

May 1994 – December 1997

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**.

Education

MFA Game Design, Laguna College of Art & Design 2015 – 2017

Scrum Certified Product Owner

Birkbeck College, London Archaeology & History, 2 years completed

Diploma Toolmaker, VEB Weimar Werk, Germany, 1987 – 1990

Credits

Games:

ARTé: Mecenaz; Variant: Limits

Madden NFL '08; Madden NFL '09; Madden NFL '10; Madden NFL '11; Madden NFL '12, Madden NFL '13; Madden NFL '14

NCAA Football '08; NCAA Football '09; NCAA Football '10; NCAA Football '11; NCAA Football '12, NCAA Football '13, NCAA Football '14;

NFL Head Coach '10, NFL Tour, NFL Arcade

Platforms:

Xbox One, PS4, Xbox360, PS3, WiiU, Vita, Wii, Xbox, PS2, PC, iPhone, Android, Facebook

Movies:

<http://www.imdb.com/name/nm1730621/>