

Timothy Christopher

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CURRICULUM VITAE

EDUCATION

2005-current Ph.D. student in Arts and Humanities (Aesthetic Studies: Arts and Technology), University of Texas at Dallas

2005 M.F.A. in Arts and Technology, University of Texas at Dallas
Thesis: *Dig! The Maya Project: Techniques for Educational Game Design.*

2001 B.A. in Performing Arts, University of Texas at Dallas

EMPLOYMENT

2007-current Instructor for ATEC 3351: Computer Game Development, the University of Texas at Dallas
Redesigned course as introduction to game theory, game play fundamentals and mechanics

2007-2008 Research Associate, the University of Texas at Dallas

First Person Cultural Trainer

Game play design and model lead Created interactive cultural training module for Army personnel in Iraq and Afghanistan. Research supported by U.S. Army Training & Doctrine TRADOC - DCSINT FUTURES.

HUMINT - War Gaming Trainer

Game play design and model lead. Created interactive cultural training module for Army personnel in urban Afghanistan. Research supported by U.S. Joint Forces Command.

Culture and Character: A Training Game

Game play design and model lead. Created interactive cultural training module for Army personnel in rural Afghanistan. Research supported by US Army Training & Doctrine TRADOC - DCSINT FUTURES.

2006 - 2007 Instructor for ATEC 2382: Computer Imaging and ATEC 3361: Internet Studio, the University of Texas at Dallas

2004 - 2005 Instructor for ATEC 2382: Computer Imaging, the University of Texas at

Dallas

- 2004 Instructor for IT211: 2D interactive design and animation and IT210: Visual Design Theory, ITT Technical Institute, Plano Texas
- 2002-2003 Teaching Assistant, University of Texas at Dallas
Assisted in AP 1301: Introduction to the Arts, AP 1301: Introduction to the Digital Arts, Computer Lab Technician

ADDITIONAL GAME DEVELOPMENT

- 2006-2007 *The Far Future Conflict Game*
Game designer. Designed massively multiplayer online game and human simulation tool that suggests constructs for future world conflict scenarios. Research supported by US Army Training & Doctrine (TRADOC).
- 2006 *"LIGHTspace"*
Game design, modeling, texturing. Experimental stripped game-space under the direction of Scott Swearingen. Premiered at the ATEC Showcase, Spring 2006.
- 2005 *"Life Elsewhere"*
Modeling, texturing, animating, scripting, puzzle design. Experimental game using the HalfLife 2 engine, under the direction of Dean Terry.
- 2004 *"A Teacup Full of Sand"*
Modeling, texturing. Interactive web-based narrative and animation with theatrical presentation. Premiered at BetaTest.2, 2004.
- 2003-2004 *"DIG! The Maya Project"*
Project Lead: Art Director. Educational web-based adventure game created with the Dallas Museum of Art.
(www.dallasmuseumofart.org/dig/maya/index.htm)

PRESENTATIONS/PUBLICATIONS

- "Educational Games" El Centro community College November 2008
- "Gaming as a Teaching Tool:A beginners guide to gaming for teachers" Region 10, February 2008
- "Video Games and Digital Identity." With Monica Evans and Tara Riall. Video Games Symposium, Mountain View College, October 2007.
- "Shoot to Kill: Video games and Violence" Popular Culture Association Conference, San Diego, April 2005.

REFERENCES

Thomas Linehan, Ph.D.
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The University of Texas at Dallas
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