HIRA T. ROBERTS

ASSISTANT PROFESSOR | DIGITAL MEDIA ARTS

Prairie View A&M University
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EDUCATION

2016	**Master of Digital Arts MFA**	(GPA 3.9)
	Louisiana State University ~ Thesis display at Glassell Gallery, Baton Rouge, LA. Title: *"Truss Damage"*	
	Aug 2013 to Aug 2016	

2010	**Bachelor of Architecture Design**	(GPA 3.0)
	Minor in Photography and Videography	
	National College of Arts, Lahore, Pakistan	
	January 2005 to Aug 2010	

TEACHING EXPERIENCE

Fall 2017 Present	**Prairie View A&M University, Prairie View, TX**
	Assistant Professor
	Digital Media Arts, School of Architecture

Spring 2017	**Baton Rouge Community College, Baton Rouge, LA**
	Adjunct Faculty
	Primary Instructor of Digital Art 1, and Art Appreciation.

Fall 2016 - Dec 2017	**Louisiana State University, Baton Rouge, LA**
	Part-Time Instructor
	Developed online course for *Survey of Modern to Contemporary Art* - Main tasks include recording and editing video for a course taught by Professor Susan Ryan.
	Co-teacher of Game Prototyping, Pre-Production: Interactive Design, Rapid Prototyping & Innovation, Maya Animation, and Interior Lighting (AGI32)

Fall 2013 - Summer 2016	**Louisiana State University, Baton Rouge, LA**
	Graduate Teaching Assistant
	Primary Instructor of Digital Art 1 (3 Semesters), Moving Image (1 Semester)
	Graduate Assistant at Center for Computation and Technology (3 Semesters) Tasks included printing laser cutters and 3D printers. Creating 3D models for printing in collaboration with professors and students. Assisting students to create 3D printed projects

INDUSTRY EXPERIENCE

2011 - 2013	**Caramel Tech Studios**
	Junior Artist and UI Designer
	Collaborated with internationally renowned game making companies like HalfBrick and Kabaam. Main tasks consisted of correspondence between multinational companies and the local

team. Designed 2D Characters, UI, 2D Environments, 3d Characters, along with Texturing and Animation.

Projects:
        Fruit Ninja (android, animation for certain assets)
        JetPack Joyride (Facebook, game testing)
        Monster Dash Reloaded (game design and level design)
        Mental Combat (UI design, Character Design and animation)
        Order of Elements (UI Design)

CURRENT RESEARCH PROJECTS

- 2022 - Impact of culture, religion, and socio-economic status of minorities and lack of diversity in Digital Media Arts
- 2020 - Collaborative Project Impact of Near Peer Mentors on middle school students in pursuing STEAM careers- Digital World Creation - TAMU - Funded by Simmons Foundation
- 2020 - PVAMU - Coping with depression during the Pandemic through Virtual Reality
- 2020 - PVAMU - User Interface Design in Virtual Reality

WORKSHOPS

- 2019 - Robots love plants - assisted Dr. Hye Yeon Nam with a robotics workshop held at Texas A&M University
- 2019 - Lead a 2D game art and animation workshop at Prairie View A&M University.
- 2019 - Organized Prairie View A&M university's first game jam.
- 2018 - Red stick festival - robotic puppets for kids
- 2016 - Women in Computer Science: Game Jam - Louisiana State University
- 2016 - AutoCAD for 3D printing: Workshop for Music PhD students
- 2016 - Kinect Integration Unity - Digital Art Seminar 7250
- 2015 - Women in Computer Science: Game Jam - Louisiana State University
- 2015 - Animation and screen set up for multiple resolutions using single file, Digital Art Seminar
- 2015 - Animation For Application Development using CocosBuilder

PRESENTATIONS

- 2021 - 28th Annual HBCU Conference
- 2020 - SIGGRAPH International - Birds of a Feather - The Immersive Edge and Bloopers from the Virtual Classroom
- 2020 - Data Blitz - Presentation on educational game development "Viruses"
- 2019 - Research Poster - - Color in VR

INVITATIONS AT INSTITUTES

- 2022 - Chillenium Game Jam Judge
- 2020 - FILE - Invitation to collaborate/present - LSU
- 2020 - Judge for first Virtual Game Jam hosted by Texas A&M
- 2020 - Mentored first virtual Game Jam hosted by Texas A&M
- 2018 - Mentored Game Jam at Texas A&M

ART SHOWS

- 2022 - Faculty Art Show
- 2016 - Thesis Show at Glassell Art Gallery, Baton Rouge, LA
- 2016 - Red Stick Festival, Baton Rouge
- 2015 - Instructor at Game Jam (Women In Computer Science)
- 2015 - Displayed Artwork at FireHouse Gallery, Baton Rouge, Louisiana
- 2015 - Volunteer Curator at NIME Festival at Louisiana State University
- 2014 - Red Stick Festival, Baton Rouge
- 2014 - Prospect 3 in the chase building, Baton Rouge, Louisiana

CERTIFICATIONS

- 2021 - IRB Social and Behavioral Research Basic
- 2020 - Zbrush - Hard Surface sculpting - udemy
- 2020 - Getting Ready for Quality matters, office of distance learning at Prairie View A&M University
- 2020 - Teaching online, office of distance learning at Prairie View A&M University
- 2018 - The Ultimate Guide to 2D game development - udemy.

PROGRAMS AND SKILL SET

Houdini, AutoCAD, Maya, 3DsMax, Zbrush, Mudbox, AGI32 for Interior Lighting, SketchUP, Revit (Basic knowledge), Photoshop, Illustrator, InDesign, After Effects, Dreamweaver, Spriter, GameMaker (Basic Coding), Cocosbuilder, Unity (2D, 3D, VR and AR development), Unreal, RealFlow, Kinect and moCap Brekel, Processing and Arduino, Makerbot Desktop (3D printing), HTML, CSS, Mel Scripting (Basics), C#, C++, scratch

World building, environment design, character design, modeling, rigging, animation, UV mapping, lighting and rendering, particle systems/effects, compositing.

AWARDS

- 2018 - Students Award Game Jam - Social Media Award
- 2016 - Omicron Delta Kappa, Honorary Society, LSU

LANGUAGES: English, Urdu, Punjabi, Hindi