

Timothy E. Roden
Curriculum Vitae

Associate Professor
Department of Computer Science
Angelo State University
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**UNIVERSITIES
ATTENDED**

University of North Texas (Denton, Texas)
Ph.D. in Computer Science, 2005

University of Texas at Arlington (Arlington, Texas)
M.S. in Computer Science, 1995

Angelo State University (San Angelo, Texas)
B.S. in Computer Science, 1989

Midwestern State University (Wichita Falls, Texas)
B.A. in English, 1986

University of Houston (Houston, Texas)

**TEACHING
EXPERIENCE**

Angelo State University: Associate Professor & Department Head
(August 2007 – present)

University of Louisiana at Lafayette: Assistant Professor
(August 2005 – July 2007)

University of North Texas: Lecturer (Fall 2001 – Summer 2005)

University of Texas at Arlington: Graduate Teaching Assistant
(Fall 1991)

Angelo State University: Assistant Instructor (Spring 1990)

PUBLICATIONS

I. Parberry, M. Kazemzadeh, **T. Roden**, J.R. Nunn, J. Scheinberg, E. Carson, J. Cole, “Challenges and Opportunities in the Design of Game Programming Classes for a Traditional Computer Science Curriculum”, To Appear in *Computer Game Education Review* (AK Peters), 2010.

T. Roden, “Cheap Talk: Dynamic Real-Time Lipsync”, in *Game Programming Gems 7*, Charles River Media, pp. 455-461, February 2008.

H. Boudreaux, J. Etheredge, and **T. Roden**, “Adding Handheld Game Programming to a Computer Science Curriculum”, *Proceedings of the Third International Conference on Game Development in Computer Science Education*, Miami, FL, pp. 16-20, Feb. 28 – Mar. 3, 2008.

M. Prachyabrued, **T. Roden**, and R. Benton, "Procedural Generation of Stylized 2D Maps", *Proceedings of the 2007 ACM International Conference on Advances in Computer Entertainment Technology*, Salzburg, Austria, pp. 147-150, June 13-15, 2007.

T. Roden and J. Etheredge, "Educating Game Programmers", *Proceedings of the Second International Conference on Game Development in Computer Science Education*, Orlando, FL, pp. 82-86, Feb. 22-25, 2007.

T. Roden, I. Parberry, and D. Ducrest, "Toward Mobile Entertainment: A Paradigm for Narrative-Based Audio Only Games", in *Science of Computer Programming*, Vol. 67, Issue 1, June 2007.

I. Parberry, M.B. Kazemzadeh, and **T. Roden**, "The Art and Science of Game Programming", *Proceedings of the 2006 ACM Technical Symposium on Computer Science Education*, Houston, TX, pp. 510-514, Mar. 1-5, 2006.

T. Roden and I. Parberry, "Clouds and Stars: Efficient Real-Time Procedural Sky Rendering Using 3D Hardware", *Proceedings of the 2005 ACM SIGCHI International Conference on Advances in Computer Entertainment Technology*, Valencia, Spain, pp. 434-437, June 15-17, 2005.

T. Roden and I. Parberry, "Designing a Narrative-Based Audio Only 3D Game Engine", *Proceedings of the 2005 ACM SIGCHI International Conference on Advances in Computer Entertainment Technology*, Valencia, Spain, pp. 274-277, June 15-17, 2005.

T. Roden and I. Parberry, "Portholes and Planes: Faster Dynamic Evaluation of Potentially Visible Sets", *ACM Computers In Entertainment (Proceedings of the Second Annual International Workshop in Computer Game Design and Technology)*, Volume 3, Issue 2, April/June 2005.

T. Roden and I. Parberry, "Procedural Level Generation", in *Game Programming Gems 5*, Charles River Media, pp. 579-588, March 2005.

I. Parberry, **T. Roden**, and M.B. Kazemzadeh, "Experience With an Industry-Driven Capstone Course on Game Programming", *Proceedings of the 2005 ACM Technical Symposium on Computer Science Education*, St. Louis, MO, pp. 91-95, February 23-27, 2005

T. Roden and I. Parberry, "From Artistry to Automation: A Structured Methodology for Procedural Content Creation", *Proceedings of the 3rd International Conference on Entertainment Computing*, Eindhoven, The Netherlands, pp. 151-156, September 1-3, 2004.