



Alexander Thomas

Senior Lecturer

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Biography

Alexander Thomas has been a full-time faculty member in the Department of Computer Science since 2019, following his part-time role from 2016. He specializes in advising and teaching courses on computer graphics and animation. Alexander graduated cum laude from the University of Notre Dame Louaize in Lebanon and holds a Master of Science in Computer Animation from the University of Portsmouth in England. His expertise focuses on the optimization and creation of 3D character design, with a technical emphasis on the AAA game development industry.

CV

<https://drive.google.com/file/d/11UErDJWPIW1GDmOhkJhLHeJL94KWKpQy/view?usp=sharing>