MATTHEW JETT HALL, CISSP, CHFI

Vice President for Information Technology & CIO, Texas State University

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SUMMARY

Chief Information Officer and computer science educator with over 25 years of leadership across academia, industry, and government. Combines executive experience directing enterprise IT and cybersecurity operations at four R1 research universities (Texas State, UCF, UC Santa Barbara, Vanderbilt) with a sustained record of classroom teaching in artificial intelligence, computer science, and digital media, dating to formal faculty appointments at Vanderbilt beginning in 2007.

EDUCATION

Florida State University *1991 – 1992*
Master's Degree, International Relations and Affairs

University of South Florida *1989 – 1990*
Bachelor of Arts (B.A.), International/Global Studies

Wharton School of Business, University of Pennsylvania *2000 – 2003*
Certificate of Professional Development, Business Administration and Management

Vanderbilt University *2008 – 2009*
Graduate Teaching Certificate, Education

ACADEMIC APPOINTMENTS & TEACHING EXPERIENCE

Texas State University — Department of Computer Science *Fall 2025 – Present*
Instructor, CS 1309: AI for Everyone (3 credit hours)

Designed and teach a general-education course introducing AI, machine learning, and deep learning to non-technical undergraduates from Arts & Humanities, Communications, Social Sciences, and Business backgrounds. Enrollment draws heavily from Juniors and Seniors fulfilling a required science credit.

- Curriculum spans neural networks, natural language processing, reinforcement learning, robotics, generative AI, and prompt engineering, alongside AI ethics, bias, and societal impact.
- Anchor deliverable is the seven-course Google AI Professional Certificate (AI Fundamentals through App Building), paired with 12 weekly knowledge quizzes and entry/exit surveys.
- Built a weekly guest-speaker program bringing in outside subject-matter experts, including representatives from Google, Adobe, Microsoft, the FBI, the Tennessee Bureau of Investigation, the U.S. Army, and TXST's own Dean of the McCoy College of Business and University President.
- Developed "Professor Charlie," a branded instructional mascot and NotebookLM-centered course companion, and built a companion "Canon of AI and Robotics in Popular Culture (1900–2025)" reading/viewing list of roughly 50 entries.
- Embeds an explicit AI-use and disclosure policy requiring students to cite tools, purpose, and prompts for AI-assisted work.

University of Central Florida — Burnett Honors College *Spring 2024*
Adjunct Instructor of Artificial Intelligence

Created the Burnett Honors College's first AI fluency course while concurrently serving as UCF's Vice President for IT and CIO, following service on the Provost's task force for Artificial Intelligence (Summer 2023).

Vanderbilt University — Department of Electrical Engineering and Computer Science, School of Engineering *April 2008 – April 2011*
Associate Professor of the Practice of Computer Science

CS 292: Beyond the One-Way Web — From Publishing to Participation. Co-developed and co-taught with Douglas C. Schmidt (EECS). Course examined the technological breakthroughs and social changes driving the shift from Web 1.0 "publishing" to Web 2.0 "participation," and how software development, entertainment, and medicine adapted in response.

- Covered the history of the Internet, the open-source movement, Web 2.0 technical and social elements, and 21st-century software development methodologies (Waterfall, XP, CMM, ITIL).
- Assessment included five quizzes, a weekly class blog (beyondtheonewayweb.wordpress.com), a Popfly/mashup project and presentation, and a final podcast summarizing a chapter of "Where Wizards Stay Up Late: The Origins of the Internet."
- Maintained a companion YouTube class playlist and public course blog; the 2010 offering added guest presentations from Cisco, Microsoft, EMC, Vanderbilt Informatics, Sprint, Verizon, Palm, and Google.

Vanderbilt University — Department of Electrical Engineering and Computer Science *2 years, within April 2008 – April 2011*

Instructor, Engineering Management (Finance for Engineers) — under appointment as Associate Professor of the Practice of Computer Science

Taught Engineering Management, a finance-for-engineers course, for two years using a curriculum inherited from the department rather than developed from scratch. Covered core financial and managerial concepts — budgeting, cost analysis, and financial decision-making — tailored to an engineering student audience.

Vanderbilt University — Department of English *March 2007 – April 2011*

Faculty Fellow

English 115F: The Worlds of Wordcraft — Narrative Forms in the Digital Age. Co-created and co-taught with the Chair of Vanderbilt's English Department in a high-tech multimedia seminar room, pairing the study of game design with digital narrative theory.

- Students subscribed to an online game for the semester and compared its interactive story arcs against related literary and cinematic narrative forms.
- Readings ranged from Edmund Spenser's "The Faerie Queene" to Neal Stephenson's "Snow Crash," alongside critical theory including Bolter and Grusin's "Remediation," Jesper Juul's "Half-Real," Marie-Laure Ryan's "Narrative as Virtual Reality," and McKenzie Wark's "Gamer Theory."
- Centerpiece project (documented in the "Pwning the Faerie Queene" presentation) integrated Spenser's 16th-century epic poem with an original game module built in Never Winter Nights 2, an early, widely cited example of gamification applied to humanities pedagogy.
- Formal academic rank confirmed in the 2011–2012 Vanderbilt University Graduate School Catalog as Associate Professor of the Practice, Department of Computer Science.

ENGINEERING & TECHNOLOGY LEADERSHIP EXPERIENCE

In parallel with formal teaching appointments, Hall has directed large-scale engineering and IT organizations, providing sustained experience in the management of technical teams, budgets, and infrastructure relevant to engineering-management curricula.

Texas State University *Vice President for Information Technology and CIO — Nov. 2023 – Present*

Leads and directs the university's central and distributed IT infrastructure; chairs the Texas State University System (TSUS) CIO Council representing 13 campuses.

University of Central Florida *Vice President for Information Technology and CIO — Feb. 2021 – Nov. 2023*

Member of the President's Cabinet; led the successful 2022 deployment of Workday HCM and Finance; served on the Florida Lambda Rail Board and chaired UCF's Information Security Committee.

University of California, Santa Barbara *Senior Associate Vice Chancellor and CIO — Sept. 2015 – Feb. 2021*

Senior campus IT leadership position; appointed by the Chancellor as Cyber-Risk Responsible Executive (CRE) to the UC system-wide Cyber-Risk Governance Committee.

Vanderbilt University *Associate Vice Chancellor for IT Services / Associate Chief Information Architect — April 2004 – June 2011*

Directed 151 staff supporting a $35M operating budget, 90,000 identities, 1,500 servers, and 554 terabytes of storage across the university and medical center; established Vanderbilt's first Computer Incident Response and forensics teams.

Microsoft *Enterprise Architect / Major Account*

Executive — June 2011 – Sept. 2015

Delivered enterprise architecture strategy and cloud-deployment consulting for higher-education and manufacturing clients under the Microsoft Enterprise Strategy Program.

Tennessee Bureau of Investigation *Assistant Director / CIO — July 2012 – Dec. 2013*

Sworn law-enforcement executive overseeing statewide criminal-justice information systems, CJIS compliance, and forensic technology operations.

CERTIFICATIONS & PROFESSIONAL DEVELOPMENT

- CISSP — Certified Information Systems Security Professional
- CHFI — Computer Hacking Forensic Investigator
- CompTIA Security+ Certification
- Google AI Fundamentals
- University of California Performance Management Certificate Program
- Creative Writing: The Craft of Plot (Vanderbilt/online coursework)
- Creative Writing: The Craft of Setting and Description

SKILLS & LANGUAGES

- Artificial Intelligence — curriculum design, generative AI/prompt engineering pedagogy, AI governance and procurement
- Business Process Re-engineering
- Cloud Computing
- Spanish (working proficiency)