MARIE SALDAÑA

msaldan2@utk.edu
captagraph.net

Education	2015	University of California, Los Angeles Ph.D., Architecture History and Theory Certificate in Digital Humanities
	2010	University of California, Los Angeles M.Arch., Architecture
	2002	Durham University M.A., Archaeology
	2001	University of Southern California B.A., Humanities
Academic Employment	2021 - present	University of Tennessee, Knoxville Assistant Professor, Interior Architecture, College of Architecture + Design
	2019 - 2021	Stanford University Academic Technology Specialist, History, Center for Interdisciplinary Digital Research
	2017 - 2019	Rice University Postdoctoral Fellow, Spatial Humanities, Humanities Research Center
	2015 - 2016	University of North Carolina, Chapel Hill Postdoctoral Fellow, History and Digital Humanities
Publications	2015	"An Integrated Approach to the Procedural Modeling of Ancient Cities and Buildings". Digital Scholarship in the Humanities, Vol.30, Supplement 1, pp.48-63.
	2015	"Cave and City: A Procedural Reconstruction of the Urban Topography of Magnesia on the Maeander". PhD Dissertation, UCLA.
	2013	"Procedural Modeling for Rapid-Prototyping of Multiple Building Phases and Hypothetical Reconstructions of Early Rome". International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences, Volume XL-5/W1.
Awards and Honors	2014	Fortier Prize (best paper by a young scholar), ADHO Digital Humanities Conference
Grants and Fellowships	2014	Dissertation Year Fellowship, UCLA Graduate Division

	2013	Dixon Fellowship, UCLA Dept. of Art History
	2013	Graduate Summer Research Mentorship, UCLA Graduate Division
	2012	Edgardo Contini Fellowship, UCLA Dept. of Architecture and Urban Design
	2012	Anne Greenwald Traveling Prize, UCLA Dept. of Architecture and Urban Design
	2012	Moore Traveling Seminar Fellowship, UCLA Dept. of Architecture and Urban Design
	2011	Graduate Summer Research Mentorship, UCLA Graduate Division
	2011	Cappadocia in Context Workshop Full Scholarship, Koç University, Istanbul, Turkey
Invited Talks	2015	Nebraska Forum on Digital Humanities. "Holistic Urban Modeling for Experimental Reconstruction". University of Nebraska at Lincoln, April 10.
Conference Participation	2023	Society of Architectural Historians. "Acts of Possession: Survey and Embodiment in Nuevo Santander". Montreal/online, September
	2022	Vernacular Architecture Forum. "In search of 18th century town and ranch life in South Texas". San Antonio, TX, May 21
	2022	Interior Provocations Symposium. "Province of Interiors: The Colonial Home in Northern New Spain as Private Frontier, 1700 – 1821". Pratt Institute/online, April 9
	2016	Mapping the Past: GIS Approaches to Ancient History. "New Approaches to Visualizing the Ancient World". Session Chair. UNC Chapel Hill, April 8.
	2014	Digital Humanities. "An Integrated Approach to the Procedural Modeling of Ancient Cities and Buildings". Winner of Fortier Prize for best paper by a young scholar. Lausanne, Switzerland, July 8-12.
	2014	Society of Architectural Historians. "The Idea of the Cave in Architecture". Austin, April 11.
	2013	The Substance of Sacred Place: An Interdisciplinary Workshop on Locative Materiality. "Materiality and Simulacrum in Byzantine Cave Architecture: the Case of Pantalica". Max Planck Kunsthistoriches Institut Florence, Italy, June 20-21.
	2013	5th International Workshop 3D Virtual Reconstruction and Visualization of Complex Architectures. "Procedural Modeling for Rapid-Prototyping of Multiple Building Phases and Hypothetical Reconstructions of Early Rome". Trento, Italy, Feb.24-25.
	2012	Society of Architectural Historians. "Modeling Historical Cities in the Digital Age", Detroit, April 20.
Campus Talks	2020	CESTA Seminar Series. "The Rio Grande Settlers: A Family History, 1577 – 1848. Stanford University, May 19.

Teaching Experience	<u>*University of Tennessee, College of Architecture + Design, School of Interior Architecture*</u>

2021   Context/Concept/Input/Interaction. Undergraduate 2nd-year design studio.

2022   Interior Perspectives on Art. Undergraduate/graduate lecture course.

2021-2022   People, Places, Experiences, and Politics. Undergraduate 2nd year design studio.

2021-2022   Research Methods for Designers. Undergraduate/graduate seminar.

2022   Independent Research Thesis. Undergraduate self-directed studio.

<u>*Stanford University, Department of History*</u>

2021   Doing Digital History. Undergraduate seminar.

<u>Stanford University Libraries</u>

2019   Introduction to 3D Modeling. Technical workshop.

<u>*Rice University, Humanities Research Center/Department of Anthropology*</u>

2019   Underground Spatialities. Undergraduate/Graduate Humanities studio.

2017   Spatial Humanities: GIS – CityEngine. Technical workshop.

<u>*University of North Carolina, Chapel Hill, Department of History*</u>

2915 - 2016   Introduction to Digital Humanities. Graduate seminar

2016   Mapping and Modeling Historical Environments. Undergraduate/graduate lecture/lab.

<u>*Duke University, Wired! Lab*</u>

2016   ArcGIS - CityEngine - Unity Workflow. Technical workshop.

<u>*University of California, Los Angeles, Department of Architecture and Urban Design*</u>

2012   Renaissance Architecture and Urbanism. Graduate lecture, TA.

2012   History of Architecture from the Baroque to the Present. Undergraduate lecture, TA

2012   Technology Core Design Studio. Graduate studio, TA.

2012   History of Architecture from Antiquity to the Renaissance. Undergraduate lecture, TA

Research Experience	2012 - 2018	<u>Procedural Magnesia.</u> Digital project, Principal Investigator A 3D reconstruction and exploration of the historical urban topography of Magnesia on the Maeander
	2017 - 2019	Humanities Research Center, Rice University Development of platform and content for <u>TraveLog</u>, a time-based mapping platform.
	2015 - 2016	Digital Innovation Lab, University of North Carolina, Chapel Hill 3D modeling and mapping specialist for digital humanities projects including <u>Digital Loray</u>.
	2015 - 2016	Dig@Lab, Duke University Architectural and urban investigations with emphasis on theoretical and methodological approaches to 3D reconstruction modeling. Projects include <u>Vulci 3000</u>.
	2009 - 2015	Experiential Technologies Center, University of California, Los Angeles Collaborated with researchers from multiple disciplines (architecture, classics, archaeology) to realize projects utilizing 3D modeling and games, and virtual reality for understanding the built environment of the ancient world. Projects include <u>Visualizing Statues in the Late Antique Roman Forum</u>, <u>Nysa: Urban Armature</u>, <u>RomeLab</u>, <u>Augustan Rome</u>, and <u>Digital Anatolia</u>.
Service to Profession	2021 - present	Reviewer, ADHO Digital Humanities Conference
Departmental Service		<u>*University of Tennessee, Knoxville*</u>
	2022- present	College of Architecture + Design Curriculum Committee
	2022	School of Interior Architecture Bylaws Committee
	2022	School of Interior Architecture Scholarship Committee
	2022 - present	College of Architecture + Design Honors Committee
	2021- present	School of Interior Architecture Thesis Program Coordinator
Extracurricular Service		<u>*University of Tennessee, Knoxville*</u>
	2022- present	Public Interiority Symposium + Exhibition, Co-organizer
	2021- present	NOMA (National Organization of Minority Architects), Faculty Advisor
	2021- present	Latin American & Caribbean Studies, Faculty Affiliate

	2021-present	Humanities Center Research Seminar, Participant
	2021 - 2022	Marco Institute for Medieval and Renaissance Studies, Faculty Affiliate
Professional Affiliations	2014 - present	Society of Architectural Historians
	2021 - present	Vernacular Architecture Forum
	2014 - present	Association for Computers and the Humanities