

MARIE SALDAÑA

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mariesaldana.com

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 - University of Tennessee, Knoxville
Assistant Professor, Interior Architecture, College of Architecture + Design
- 2019 - Stanford University
2021 Academic Technology Specialist, History, Center for Interdisciplinary Digital Research
- 2017 - Rice University
2019 Postdoctoral Fellow, Spatial Humanities, Humanities Research Center
- 2015 - University of North Carolina, Chapel Hill
2016 Postdoctoral Fellow, History and Digital Humanities

Other Experience

- 2017 University of California Humanities Research Institute
Research Programs Manager
- 2009 - University of California, Los Angeles

- 2015 Development and Outreach Coordinator, Experiential Technologies Center
- 2004 - University of Southern California
2007 Library Assistant Manager, Grand Avenue Library and Book Depository

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, 2015.
- 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.

Digital Publications

- 2018 Procedural Magnesia. A 3D reconstruction and exploration of the historical urban topography of Magnesia on the Maeander.

Awards and Honors

- 2014 Dissertation Year Fellowship, UCLA Graduate Division
- 2014 Fortier Prize, Digital Humanities Conference
- 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

Talks and Conferences

- 2020 CESTA Seminar Series. “The Rio Grande Settlers: A Family History, 1577 – 1848”. Invited Speaker. Stanford University, May 19.
- 2016 Mapping the Past: GIS Approaches to Ancient History. “New Approaches to Visualizing the Ancient World”. Session Chair. UNC Chapel Hill, April 8.
- 2015 Nebraska Forum on Digital Humanities. “Holistic Urban Modeling for Experimental Reconstruction”. Invited Speaker. University of Nebraska at Lincoln, April 10.
- 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 Kunsthistorisches 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.

Teaching

University of Tennessee, College of Architecture and Design

- 2021 People, Places, Experiences, and Politics (Undergraduate design studio, Instructor)
Research Methods for Designers (Undergraduate/Graduate course, Instructor)

Stanford University, Department of History

- 2021 Doing Digital History (Undergraduate course, Co-instructor)

Stanford University Libraries

- 2019 Introduction to 3D Modeling (Technical workshop, Instructor)

Rice University, Humanities Research Center

2019 [Underground Spatialities](#) (Undergraduate/Graduate Humanities studio, Co-instructor)

2017 [Spatial Humanities: GIS - CityEngine](#) (Technical bootcamp, Instructor)

University of North Carolina, Chapel Hill, Department of History

2016 [Introduction to Digital Humanities](#) (Graduate seminar, Instructor)

2016 [Mapping and Modeling Historical Environments](#) (Undergraduate/graduate lab/lecture, Instructor)

2015 [Introduction to Digital Humanities](#) (Graduate seminar, Instructor)

Duke University, Wired! Lab

2016 [ArcGIS - CityEngine - Unity Workflow](#) (Technical workshop, Instructor)

University of California, Los Angeles, Department of Architecture and Urban Design

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 Collaborations

2017- Humanities Research Center, Rice University
Development of platform and content for [TravelLog](#), a time-based mapping platform.

2015- Digital Innovation Lab, University of North Carolina, Chapel Hill
2016 3D modeling and mapping specialist for digital humanities projects including [Digital Loray](#).

2015- Dig@Lab, Duke University
2016 Architectural and urban investigations with emphasis on theoretical and methodological approaches to 3D reconstruction modeling. Projects include [Vulci 3000](#).

2009- Experiential Technologies Center, University of California, Los Angeles
2015 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 [Visualizing Statues in the Late Antique Roman Forum](#), [Nysa: Urban Armature](#), [RomeLab](#), [Augustan Rome](#), and [Digital Anatolia](#).