

MARIE GILTNER SALDAÑA

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<http://mariesaldana.com>

EDUCATION

2015	University of California, Los Angeles Ph.D., Architecture History and Theory with 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

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

OTHER EXPERIENCE

2017	University of California Humanities Research Institute Research Programs Manager
2009 - 2015	University of California, Los Angeles Development and Outreach Coordinator, Experiential Technologies Center
2004 - 2007	University of Southern California 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 PROJECTS

2018	Procedural Magnesia http://proceduralmagnesia.com/. A 3D reconstruction and exploration of the historical urban topography of Magnesia on the Maeander.
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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

CONFERENCE PARTICIPATION

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

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)
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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)
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RESEARCH AFFILIATIONS

2017-	Humanities Research Center , Rice University. Development of platform and content for TravelLog , 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 Digital Loray .
2015-2016	Dig@Lab , Duke University Architectural and urban investigations with emphasis on theoretical and methodological approaches to 3D reconstruction modeling. Projects include Vulci 3000 .
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 Visualizing Statues in the Late Antique Roman Forum , Nysa: Urban Armature , RomeLab , Augustan Rome , and Digital Anatolia .