

# LAUREN MARÍ MASSARI

lauren.massari@gmail.com | twitter: @lauren\_massari | www.laurenmassari.info

## EDUCATION

August 2009 - June 2012 – Master of Architecture, State University of New York at Buffalo

August 2005 - May 2009 – Bachelor of Architectural History, University of Virginia

## EXPERIENCE

May 2012 - Present – Multimedia Designer, Institute for Advanced Technology in the Humanities, University of Virginia

- *Jefferson's University, the Early Life [JUEL]* (UVa Office of the Provost)  
Conducting research and digitally reconstructing Thomas Jefferson's architectural vision for the Academical Village, resulting in still renders, animations, and an interactive model
- *Digital Montpelier* (2010 NEH Fellow Gardiner Hallock)  
Created interactive digital reconstructions of James Madison's Montpelier at three different phases in its construction, linking to slideshows documenting archaeology and restoration of the mansion
- *Soundscape Architecture* (IATH 2012 Fellow Karen Van Lengen)  
Created interactive street interface, assisted with building analysis, web development, provided general support in project exploring aural experience in iconic buildings
- *Historic Fort Snelling* (Minnesota Historical Society)  
Created animated fly-throughs exploring digital reconstructions of Historic Fort Snelling and the surrounding landscape at three historically significant times
- *Virtual Williamsburg* (Digital History Center of the Colonial Williamsburg Foundation)  
Assisted in creating interactive digital reconstruction of Duke of Gloucester Street in 1776

May 2009 - July 2009 – Internship with the Archaeology Department of James Madison's Montpelier

- Awarded a paid internship through the Institute of Public History at the University of Virginia
- Transcribed handwritten field notebooks and scanned stratigraphy cards and drawings from the Southeast Corner site excavations; compiled them into Unit Summaries for analysis by archaeologists to aid in reconstructing James Madison's Montpelier

## **SKILLS/INTERESTS**

3D architectural modeling and reconstruction, architectural history, historic preservation, cultural heritage, public history, archaeology, digital humanities, architectural design, design research, universal/inclusive design, adaptive reuse

## **COMPUTER SOFTWARE**

3ds Max, V-Ray for 3ds Max, Unity Pro, AutoCAD, Adobe Creative Suite (Photoshop, Illustrator, InDesign, After Effects, Premiere Pro), Rhino, V-Ray for Rhino, Maya, Sketchup

## **AWARDS**

- AIA Certificate of Merit, 2012, University at Buffalo
- Design Excellence Award in Inclusive Design, 2012, University at Buffalo
- 2011 Phyllis Euker European Architecture Traveling Scholarship

## **COMMUNITY SERVICE**

October 2011 – National Trust for Historic Preservation Conference - Buffalo, NY  
*Volunteer:* Prepared Buffalo's historic grain elevators for tours, conducted tours

## **TEACHING EXPERIENCE**

September - November 2011 – Architecture + Education Program (a partnership of the Buffalo Architecture Foundation, Buffalo Public Schools, University at Buffalo, and the American Institute of Architects)  
*Instructor/Team Member:* Developed and taught a ten-week curriculum that used architectural concepts to teach math and social studies within the New York State curriculum