**Team Member Bios**

Michael Falcetano is a first-year doctoral student in Art History at the University of Texas at Austin, from which he also received his MA.  His research focuses on the art and architecture of medieval Iran. He received his BA in the History of Art and Modern Middle Eastern Studies from the University of Pennsylvania.  He has worked as a research assistant and consultant at the University of Pennsylvania Museum of Archaeology and Anthropology. He worked as a research assistant for the exhibition *Court and Cosmos: The Great Age of the Seljuqs* at The Metropolitan Museum of Art, for which he contributed catalogue entries on medieval Persian textiles.  He was a fellow at the Museum of Fine Arts, Houston, where he wrote exhibition labels and contributed catalogue entries on Persian ceramics.  He has served as an editorial consultant for Rizzoli International Publications and has carried out fieldwork in Uzbekistan as part of the Louvre–CNRS Bukhara Oasis Survey project.

Mary Beth Garrido is a user experience designer based in Austin, Texas. She is currently pursuing a Master of Science in Information Studies from The University of Texas at Austin with a focus in Human-Computer Interaction. She holds a Bachelor of Science in Visualization from Texas A&M University in College Station where she focused on interactive exhibit design and museum development. For the 'Battle Cast Project,' she designed the user interface and assembled a working prototype. Her designs are congruent with existing digital humanities interface standards. She has also provided a style guide for future project developers.

Kearstin Jacobson is a first-year doctoral student in Art History at the University of Texas at Austin. Jacobson’s work considers the long first millennium CE throughout the Mediterranean basin as a way to discuss the transcultural role networked relationships played in the development of various material cultures; specifically, her work centers around the syncretic processes used to develop a visual religious language in the Byzantine Empire. During her MA Jacobson became engaged with conversations surrounding the reception of historic material culture in the digital age through her own research with medieval manuscripts, and was invited to take part in the first installment of a biennial seminar at the American Academy in Rome focused on discussing how archives are adapting to meet digital needs. Before matriculating at UT, Jacobson spent three years teaching undergraduate-level Art History courses at Montana State University, where her classroom frequently used digital resources to engage with art objects not physically accessible to students and to discuss the ethical considerations behind collecting, preservation, and repatriation. In addition to her active engagement with the Digital Humanities, Jacobson brings to Blast from the Casts a background in photography and graphic arts, which she will put to use working on development of the 3D photogrammetrical models after the casts, as well as the export and colorization functions of the project’s website.

Mara McNiff is a first-year doctoral student in Art History at the University of Texas at Austin. Focusing on island sites as crossroads in the Mediterranean, McNiff works to analyze the material entanglements of cultural interaction through Archaic and Classical sculpture and architecture. McNiff is also active in her university’s Antiquities Action collective, working to foment discussion about heritage, ownership of the past, and museum collection. As a teaching assistant, McNiff regularly incorporates questions of ethics in museum collection and provenance research into her discussions. McNiff also worked during her MA to research polychromy in ancient sculpture, looted and plundered art, and the role of the museum as an active leader in the market for antiquities. In the execution of the Blast from the Cast digital project, McNiff will seek out and organize workshops, panel discussions, and public presentations at conferences as the public facing element of the project, critical to its dissemination and adoption by humanities-focused institutions.

Madeline Monk has an MA in Classics and is a fourth-year doctoral student at the University of Texas at Austin. Her research focuses primarily on Latin epic and Late Antiquity. She has taught or served as a teaching assistant for several online Classics courses, including Introduction to Mythology and Introduction to Rome, which has given her experience in creating and administering online educational materials. Both courses engage with material culture; Introduction to Mythology has students visit the Blanton, which is currently only accessible to students in Austin, and Monk has worked to incorporate a stronger art and architecture component into Introduction to Rome.

Sam Ross is a fourth-year undergraduate at the University of Texas at Austin.  His research focuses primarily on the responses to Roman imperialism by subelite and foreign populations during the Republican period as well as their reception today.  His archaeological fieldwork has included the scientific analysis of plaster samples and has provided him with experience using GIS and other digital mapping techniques to investigate ancient sculpture.  Ross has also worked on machine-learning applications and website interface for another digital humanities project which aids scholars in the study of Latin texts. He will be working with developers to create and embed 3D models and a mapping interface that is suited to both scholarly investigation and public instruction.