

# R. Kyle Bocinsky, PhD

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## Contact Information

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## Career Objective

*Utilize my archaeological knowledge and skills in geospatial data management and visualization to better protect, manage, and study the natural resources and cultural heritage of the United States*

## Education

**Washington State University**, Pullman, Washington

PhD, Anthropology, December 2014

Dissertation title: *Landscape-based Null Models for Archaeological Inference*

Graduate GPA: 3.84

MA, Anthropology, May 2011

Thesis title: *Is a Bird in Hand Really Worth Two in the Bush? Models of Domestication on the Colorado Plateau*

**University of Notre Dame**, Notre Dame, Indiana

BA, Anthropology, May 2008

Thesis title: *Rodent Stable Carbon-isotope Ratios as a Measure of Maize Production*

Overall GPA: 3.414. Major GPA: 3.66

## Employment

**Washington State University**, Pullman, Washington

Jan 2015–present Post-doctoral Researcher, *Synthesized Knowledge of Past Environments*  
Web development and computational modeling to bring data on paleoenvironments to archaeologists and the general public. Directed by Timothy A Kohler

Aug 2008–Dec 2014 Research Fellow, Department of Anthropology

Agent based modeling with the Village Ecodynamics Project; documented and debugged code and expanded study areas; coordinated data storage and delivery among 4 institutions and 16 researchers. Directed by Timothy A Kohler

Fall 2014, Spring 2013, Spring 2012 Instructor, Department of Anthropology

Developed and taught three courses at the undergraduate level; 15–90 students

**Crow Canyon Archaeological Center**, Cortez, Colorado

Summer 2012 Field Intern, Basketmaker Communities Project

Excavation and education at the Dillard Site, a Basketmaker III community; Gave public talks on Pueblo prehistory to visitors of all ages. Directed by Shanna Diederichs

**Mesa Verde National Park**, Colorado

Summers 2009, 2011, 2012 Field Technician, The Mesa Verde Community Center Survey

Visited and documented large aggregated villages in MVNP; developed iPad-based site-recording workflows integrated with mapping tools in AutoCAD and Adobe Illustrator; Drafted survey final report in  $\text{\LaTeX}$ . Directed by Donna M. Glowacki

**Field Museum of Natural History**, Chicago, Illinois

Summer 2008 Collections Intern

Facilitated access to collections for visiting researchers, analyzed ceramics, and constructed protective housing for ceramics. Directed by Scott Demel

**University of Notre Dame**, Notre Dame, Indiana

Aug 2007–May 2008 Research Assistant, Department of Anthropology

Stable isotope analysis of faunal and human remains. Directed by Mark Schurr

## Experience & Achievements

### Grant Achievements

- Secured \$180,000 in competitive masters and doctoral funding from the National Science Foundation and Washington State University resources, plus full tuition waivers from WSU for the duration of graduate school
- Secured \$16,800 in research funding from the National Science Foundation in support of travel and materials

### Research Collaborations

- Extensive experience working with large, interdisciplinary teams of researchers from academic, public, and private sectors
- Specialized in coordinating data acquisition, storage, and delivery between team members using Subversion and Git repositories with local and cloud-based storage
- Authored eight peer-reviewed research articles in leading journals including *Science* and *Nature Communications*, four peer-reviewed book chapters, three technical reports, and one technical paper

### Software Development

- Developed two packages in *R*—*FedData* and *PaleoCAR*—for downloading and processing geospatial and climate data from federated data sources
- Packages are being adopted by academic researchers (at Washington State University and Arizona State University) and in the public sector (Natural Resources Conservation Service)
- Lead developer in the *Village Ecodynamics Project*—built agent-based geospatial simulations of ancient Pueblo human-environment interaction using the *RePAST* simulation framework (in the Java computer language)

### Classroom Leadership

- Developed curricula for three courses at introductory and advanced levels, for class sizes ranging between 15 and 90 students
- Emphasized a science-based comparative approach to anthropological and archaeological research
- Created collaborative assignments designed to enhance leadership, management, and presentation skills among students
- Challenged students to apply anthropological knowledge and perspectives to real-world problems

## Honors & Awards

### Graduate Research Fellowship

2010–2015   National Science Foundation (DGE-1347973)  
\$92,000 stipend and \$32,000 cost-of-education allowance over three years

### Graduate Achievement Award in the Social Sciences at the Doctoral Level

2014   College of Arts and Sciences, Washington State University, \$500

### IGERT Program in Evolutionary Modeling Traineeship

2009–2011   National Science Foundation (DGE-0549425)  
\$60,000 stipend and \$20,000 cost-of-education allowance over two years

## Computer Experience

*Statistical Packages:* R, SAS, Stata

*Languages:* R/S, Java, Python, Bash, C++, Objective C

*Applications:* GRASS GIS, ArcGIS, QGIS, Adobe Illustrator, AutoCAD, Final Cut Pro, L<sup>A</sup>T<sub>E</sub>X

*Agent Based Modeling Frameworks:* RePAST (J, S), Swarm

*Version Control:* Subversion, Git

*Operating Systems:* Mac OS X, Windows, Ubuntu Linux

## Professional Affiliations

*American Association for the Advancement of Science*, 2014–present

*Society for American Archaeology*, 2007–present

*American Anthropological Association*, 2007–present