

R. Kyle Bocinsky, PhD

Contact Information

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Career Objective

Utilize my knowledge and management skills to help advance and share knowledge about southwestern archaeology and human-environment interaction through research and public outreach

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

Crow Canyon Archaeological Center, Cortez, Colorado

January 2016—present Director of Sponsored Projects, Crow Canyon Research Institute

Develops research collaborations between Crow Canyon archaeologists and external researchers; manages a >\$1 million portfolio of grant-funded research projects; conducts research on ancient agricultural practices

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

Washington State University, Pullman, Washington

2015 Post-doctoral Researcher, *Synthesized Knowledge of Past Environments*

Worked to bring paleoenvironmental data to scientists and the general public; collaborated on the development of web mapping services; integrated environmental data with cultural data to gauge impacts of climate change on humans. 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

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 L^AT_EX. 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
- Collaborated in developing proposals with budgets ranging from \$300,000 to \$1.5 million

Research Collaborations

- Extensive experience collaborating with large, interdisciplinary teams of researchers from academic, public, and private sectors
- Managed and coordinated data acquisition, storage, and delivery between team members using Subversion and Git repositories with local and cloud-based storage
- Authored 12 peer-reviewed research articles published in journals including *Science*, *Nature Communications*, and *American Antiquity*, four 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 Management

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

Honors & Awards

Cordell Prize

2015 Pecos Conference—awarded for the best extemporaneous talk presented by an archaeologist 35 years of age or younger, \$500

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

R.E. Taylor Student Poster Award

2013 Society for Archaeological Science, \$100

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

Elaine Burgess Graduate Fellowship in Anthropology

2011 Department of Anthropology, Washington State University, \$1,000

Nicholas Michael Scoales Scholarship in Archaeology

2009 Department of Anthropology, Washington State University, \$1,000

Computer Experience	<i>Statistical Packages:</i> R, SAS, Stata <i>Languages:</i> R/S, Java, Python, Bash, C++, Objective C <i>Applications:</i> MS Office, ArcGIS, GRASS GIS, QGIS, Adobe Illustrator, Final Cut Pro, L ^A T _E X <i>Agent Based Modeling Frameworks:</i> RePAST (J, S), Swarm <i>Version Control:</i> Subversion, Git <i>Operating Systems:</i> Mac OS X, Windows, Ubuntu Linux		
Professional Affiliations	<i>American Association for the Advancement of Science</i> <i>Society for American Archaeology</i> <i>American Anthropological Association</i> <i>Society for Archaeological Science</i> <i>Evolutionary Anthropology Society</i>		
References	<p>Timothy A. Kohler Department of Anthropology Washington State University Pullman, WA 99164-4910</p> <p>Jade d'Alpoim Guedes Department of Anthropology Washington State University Pullman, WA 99164-4910</p> <p>Scott G. Ortman Department of Anthropology University of Colorado, Boulder Boulder, CO 80309-0233</p> <p>Keith W. Kintigh School of Human Evolution and Social Change Arizona State University Tempe, AZ 85287-2402</p>		
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