

LAUREN MARI MASSARI

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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

- o *Digital Montpelier* (2010 NEH Fellow Gardiner Hallock)
Creating interactive digital reconstructions of James Madison's Montpelier at three different phases in its construction
- o *Soundscape Architecture* (IATH 2012 Fellow Karen Van Lengen)
Created interactive street interface, assisted with building analysis, web development, and provided general support in project exploring aural experience in iconic buildings
- o *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
- o *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

- o Awarded a paid internship through the Institute of Public History at the University of Virginia
- o 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

October 2007 - May 2009 – Visual Resources Collection, McIntire Department of Art, University of Virginia

- o Digitized and cataloged images used by the University of Virginia Art and Architectural History departments

SKILLS/INTERESTS

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

COMPUTER SOFTWARE

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

AWARDS

- o AIA Certificate of Merit from the Henry Adams Fund, 2012, University at Buffalo
- o Design Excellence Award in Inclusive Design, 2012, University at Buffalo
- o Academic Scholarship for 2011 - 2012
- o 2011 Phyllis Euker European Architecture Traveling Scholarship for Summer Study Abroad in Ireland

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