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, Charlottesville, VA

RESEARCH INTERESTS

I have a degree in architectural history from the University of Virginia. Architectural history has long been one of my interests, particularly late 19th and early 20th century American architecture. My undergraduate thesis focused on how theater design firm Rapp and Rapp was influenced by vernacular architecture when designing movie theaters for small towns in the 1920s and 1930s. During my graduate career, I participated in the Inclusive Design Research Group associated with the IDeA Center (Center for Inclusive Design and Environmental Access) at the University at Buffalo. The research group focuses on using multidisciplinary information such as ergonomics and psychology to create more fitting environments for a greater range of human abilities.

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
- o Department of Architecture's High Academic Achievement List

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

EXHIBITS

Student Work: Architecture + Education

January 6 - 18, 2012

CEPA Gallery, 617 Main on the Market Arcade, Buffalo, NY

Coordinated architectural work of 27 second grade students from School 64

for public display in prominent local gallery

Media Features: WIVB Channel 4, 1/6/12; Buffalo News, 1/7/12; UB

Reporter, 1/12/12

EMPLOYMENT

May 2012 - Present – 3D Digital Modeler, Institute for Advanced Technology in the Humanities, University of Virginia

- o Worked in conjunction with the Minnesota Historical Society to create animated fly-throughs exploring digital models of Historic Fort Snelling and the surrounding landscape at three historically significant times
- o Working with the Digital History Center of the Colonial Williamsburg
 Foundation to create digital reconstructions of the buildings that once
 lined Duke of Gloucester Street the models will be used to create
 interactive tours of the landscape and buildings delivered through the
 Unity Web Player

May 2009 - July 2009 - Internship with the Archaeology Department of the Montpelier Foundation, Montpelier Station, VA

- o Awarded a paid internship through the Institute of Public History at the University of Virginia
- o Spent a week excavating the North Kitchen Site at Montpelier with the James Madison University Field School
- o Transcribed handwritten field notebooks from the early 1990s of the Southeast Corner site excavations
- o Scanned stratigraphy cards and drawings of the Southeast Corner site
- o Compiled Unit Summaries for the site and combined them with the stratigraphy cards and drawings to create a complete collection of information for analysis by Montpelier archaeologists

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

- o Cleaned and filed slides used by art and architectural history professors
- o Scanned and cataloged images for the University of Virginia Art History Department's ARTemis online database
- o Corrected image data in Microsoft Access and prepared it for sending to www.ARTstor.org database

SKILLS

AutoCAD, Rhino, V-Ray for Rhino, 3ds Max, V-Ray for 3ds Max, Sketchup, Unity Pro, Adobe Creative Suite (Photoshop, Illustrator, InDesign, Premiere Pro), Conducting focus groups (CITI Social & Behavioral Research Investigators Basic Course completed 1/31/12)