

Grace Brindle

(908) 380-4268 | <https://www.linkedin.com/in/grace-brindle> | gracebrindle@gmail.com

EDUCATION

UNIVERSITY OF MICHIGAN SCHOOL OF INFORMATION, Ann Arbor, MI

Master of Science in Information, specializing in Human-Computer Interaction

April 2023

CARLETON COLLEGE, Northfield, MN

Bachelor of Arts in History with Minor in Digital Arts & Humanities

June 2021

EXPERIENCE

UNIVERSITY OF MICHIGAN LIBRARY, Ann Arbor, MI

September 2021 – Present

Engagement Fellow

- Create metadata schemes and use OpenRefine to build, clean, and organize a database of 500+ Detroit theaters for an undergraduate film class
- Implement digital tools, including ArcGIS and Omeka, to analyze and visualize data for a public audience
- Study archival sources to create research guides on Detroit cinema and assist students with digital projects

ENGAGED MICHIGAN, Ann Arbor, MI

Project Coordinator

August 2021 – Present

- Collaborate with stakeholders across the University of Michigan to centralize and promote over 50 engaged learning partnerships and initiatives
- Draft communication plans, publish news stories, and manage social media in collaboration with Michigan News to increase engaged learning participation

CARLETON COLLEGE, Northfield, MN

Research Assistant

January 2020 – June 2021

- Built an interactive timeline for the Centering Spenser project, a virtual reality model of Kilcolman Castle funded by the National Endowment for the Humanities
- Created and analyzed a dataset of 3,500 locations from six medieval English chronicles for academic publication
- Designed the map interface for an educational video game on the Boston Massacre, to be installed in the Old State House Museum in Boston
- Conducted oral history interviews and archival research on the history of the Black experience at Carleton College
- Created an ArcGIS StoryMap on local Indigenous history for the Rice County Historical Society

THE HUMANITIES CENTER, Northfield, MN

Digital Humanities Associate

January 2019 – June 2021

- Collaborated with humanities faculty to design and implement digital research projects, consulting on every stage of the process from initial design to data entry, development, and final deployment
- Served as an embedded teaching assistant for digital humanities courses and created public-facing course sites, including a digital guide to medieval Rome and a virtual museum on the Crusades

LIBRARY OF CONGRESS, Washington, D.C.

Remote Metadata Intern

Summer 2020

- Identified metadata for over 2,500 laws passed by Congress for the Statutes at Large project
- Authored an article examining the legal evolution of the Racketeer Influenced and Corrupt Organizations Act for publication on the Law Library's blog

WESTFIELD HISTORICAL SOCIETY, Westfield, NJ

Digital Storyteller

Summer 2020

- Researched, designed, and launched an online exhibit on the history of the African-American community in Westfield
- Collected historic documentation of the coronavirus crisis through oral history interviews and digital media
- Founded and directed an internship program for 6 high school students

SKILLS

Technical Skills: Figma, HTML, CSS, Python, WordPress, Wix, Omeka, ArcGIS Online, OpenRefine, Unity, Excel

Languages: French (conversational), Italian (elementary)