

Kristina Golubiewski-Davis

Curriculum vitae

6/27/2016

University of Minnesota
Anthropology Department
295 Humphrey Center
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Minneapolis, MN 55455

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EDUCATION

- 2016 Ph.D in Anthropology, University of Minnesota
Advisor: Peter Wells
Title: Reconstructing Past Craft Networks: A case study using 3D scans of Late Bronze Age swords to reconstruct specialized craft networks.
- 2013 M.A. of Anthropology, University of Minnesota
- 2008 BA Department of Anthropology, University of Rhode Island
- 2008 BA Department of Classics, University of Rhode Island

GRANTS AND FELLOWSHIPS

- 2015 Hella Mears Summer Fellowship
- 2014 Wenner-Gren Dissertation Fieldwork Grant
- 2014 Summer Research Grant in Austrian/Central European Studies
- 2013 COGS Travel Award, University of Minnesota
- 2012 Block Grant, University of Minnesota
- 2011 Graduate Research Partnership Program Grant, University of Minnesota
- 2010 Block Grant, University of Minnesota

INVITED TALKS

- 2015 “Reconstructing Prehistoric Networks: A Case study of Bronze Age Smiths.”
Public Lecture, University of Rhode Island.
- 2015 Ran two scanning workshops for the David 3D white light scanner

PRESENTATIONS

- 2015 “3D Scanning of Bronze: Repeatability and Reliability across scanners.” Poster presentation at the 80th Society for American Archaeology, April 15-19.

- 2013 “The Morphology of Manufacture in Late Bronze Age Swords.” Paper presentation at the 41st Computer Applications and Quantitative Methods in Archaeology Conference, March 25-28.
- 2013 “Engaging with 3D models beyond specialized software.” Paper presentation at the 41st Computer Applications and Quantitative Methods in Archaeology Conference, March 25-28.
- 2013 “What now: Engaging with 3D models beyond specialized software.” Paper Presentation to the Society for American Archaeology, 78th Annual Meeting, April 3-7.
- 2009 “Teaching Archaeological Method and Theory Using Interactive Web Technology.” Poster presentation to the Society for American Archaeology, 74th Annual Meeting, April 22-26.

TEACHING EXPERIENCE

- Fall 2015 Co-Instructor for Advanced Archaeological Method & Theory: Material Culture / The Anthropology of Material Culture
- Spring: 2015, 2014, 2013, 2012 Training of interns in the Anthropology Evolution Labs in 3D scanning and editing techniques
- S 2014, S 2013, F 2012, S2011, F 2009, F2008 Introduction to Evolution TA, University of Minnesota
- Fall 2012 Archaeology of Prehistoric Europe TA, University of Minnesota
- Fall 2011, Fall 2010 Introduction to Archaeology Head TA, University of Minnesota
- Spring 2010 Introduction to Archaeology TA, University of Minnesota

RESEARCH EXPERIENCE

- Summer 2016 Principal lab Technician
Prepare final 3d models from the Tvarožná and Stránská Skála collections.
- Spring 2016 Research Assistant
Responsibilities: scan and edit 3d models for 212 stone tools from the Tvarožná and Stránská Skála collection in the Czech Republic.
- Fall 2014 10 week data collection of 3D Bronze Swords in Europe
- Spring 2013 University of Minnesota Anthropology Labs RA:
Interim Lab Manager
- Summer 2012, Spring 2012 University of Minnesota Anthropology Labs RA:
Website Technical Designer

- Responsibilities: Build a user driven website to contain the lab's 3D models
- Fall 2010, University of Minnesota Anthropology Labs RA:
Summer 2010 Flash Developer
Responsibilities: Develop interactive 3D flash models and lithic reduction movies
- Spring 2010, University of Minnesota Anthropology Labs RA:
Fall 2009 3D Modeler
Responsibilities: Work with existing 3D scans to create models of lithic and anatomical material.

FIELD EXPERIENCE

- 2010 Little Round Hill excavation field school participant. Wadena, MN.
- 2008 Lubbock Lake excavation volunteer. Lubbock, Texas.
- 2007 Dacian Hill Fort excavation volunteer. Tilișca, Romania.

DEPARTMENTAL / UNIVERSITY SERVICE

- 2013-2014 Anthropology Evolutionary Labs State Fair Booth volunteer
- 2011-2012 Anthropology Graduate Student Organization Secretary
- 2010-2011 Anthropology Graduate Student Organization Co-President
- 2009-2010 Archaeology Brown Bag Co-President

COMMUNITY INVOLVEMENT/OUTREACH

- 2013-2013 Anthropology Evolutionary Labs State Fair Booth volunteer
- 2009 Guest Lecture for Cretin-Derham Hall Archaeology Club, Minneapolis, MN

RELATED PROFESSIONAL SKILLS

Basic familiarity with: Avid, Final Cut Pro, Adobe After Effects, Maya
Proficient in: Agisoft Photoscan, Dreamweaver, Flash, LightWave, Meshlab, Next Engine Scanner, Photoshop, Geomagic Design X

RESEARCH INTERESTS

Interaction of various levels of communication networks
Networks of manufacture knowledge
Technological implications of production
Late Bronze Age Central Europe
Bronze sword production
3D scanning and printing as research and teaching tools
Multi-media for teaching and public outreach

COURSES PREPARED TO TEACH

Introduction to Archaeology
European Pre-history
Experimental Archaeology
Digital Techniques in Archaeology
Introduction to Human Evolution

LANGUAGES

German: good
Ancient Greek: can read with dictionary
Latin: can read with dictionary