

EDUCATION

- * Ph.D. Classics, University of California Los Angeles
- ** Certificate Digital Humanities, University of California Los Angeles
- 2015 Certificate Indo-European Studies, University of California Los Angeles
- 2014 M.A. Classics, University of Kansas
Thesis: “Cicero’s *Post Reditum ad Quirites*: A Stylistic Commentary”
(supervised by Anthony Corbeill)
- 2012 Sc.B. Classics (Greek and Latin) and Mathematics-Computer Science, *magna cum laude*, Brown University
- * In progress, anticipated spring 2020
- ** In progress, anticipated spring 2018

ACADEMIC HONORS AND FELLOWSHIPS

- 2014-2015 University of California Los Angeles Humanities Division, Pauley Fellowship
- 2013 University of Kansas Department of Classics, Albert O. Greef Prize
- 2013 University of Kansas Department of Classics, Sterling-Walker Prize
- 2012-2014 University of Kansas Department of Classics, Oliver C. Phillips Scholarship
- 2012 Brown University Department of Classics, Lucius Lyon Prize (shared)
- 2011 Brown University, elected to Phi Beta Kappa

TEACHING EXPERIENCE

University of California Los Angeles (Graduate Teaching Assistant)

- Classics 10 – Discovering the Greeks (Winter 2015 - 2 sections)
- Classics 20 – Discovering the Romans (Fall 2015 - 2 sections)
- Classics 30 – Classical Mythology (Spring 2016 - 2 sections)

University of Kansas (Graduate Teaching Assistant)

- CLSX 148 – Greek and Roman Mythology (*Summer 2013)
- CLSX 240 – Roman Literature and Civilization (*Fall 2013 and *Spring 2014)
- LAT 104 – Elementary Latin I (Fall 2012)
- LAT 108 – Elementary Latin II (Spring 2013)

Brown University (Undergraduate Teaching Assistant)

- CSCI0220 – Introduction to Discrete Structures and Probability (Spring 2011)
- CSCI0310 – Introduction to Computer Systems (Fall 2010, †Fall 2011)
- CSCI1570 – Design and Analysis of Algorithms (†Spring 2012)
- MATH0540 – Honors Linear Algebra (^Spring 2011, ^Fall 2011)

* Instructor of Record, † Head Teaching Assistant, ^ Grader

RESEARCH EXPERIENCE

2015-present University of California Los Angeles RomeLab Project
Served as a research assistant for the project, creating a lexicon of data about structures in the Roman Forum and programming several virtual experiments using C# in the Unity Game Engine.

TECHNICAL SKILLS AND EXPERIENCE

- Comfort with Windows and UNIX systems
- Experience with Microsoft Office and OpenOffice
- Knowledge of HTML, Java, Python, C, C++, C#, and MATLAB
- Basic training with Voyant, ESRI CityEngine, and ArcGIS
- Experience with the Drupal and WordPress content management systems
- Experience with the CCLE and Blackboard learning management systems

SERVICE

University of California Los Angeles

2015-present Graduate Student Representative
2015-present Web Administrator, Department of Classics Graduate Conference

University of Kansas

2013-2014 Web Administrator, Department of Classics