Kelly E. McClinton / Curriculum Vitae
Merton College, University of Oxford
Online Portfolio: https://kellyemcclinton.work/

B.A., the University of Texas at Austin. M.A. & Ph.D., Indiana University at Bloomington. DPhil Candidate, University of Oxford. Research interests include late antique art & archaeology, computational modelling of works of art & interior spaces, and the City of Rome. Currently at work on a project focused on early Christian basilicas.

2021 – Present: DPhil. University of Oxford, Merton College, Classical Archaeology
2015 – 2021: Ph.D. Indiana University, Department of Informatics
2017 – 2018: M.A. Indiana University, Department of Art History
2015 – 2017: M.S. Indiana University, Department of Informatics
2006 – 2010: B.A. University of Texas at Austin, Ancient History

----

Professional Teaching, Research, & Welfare Experience

2023-Present. Junior Dean / University of Oxford

- Meet individually with undergraduate students to aid with academic skills, welfare, and career planning.
- Connect students to valuable resources with the University to achieve their personal and academic goals.
- Aid students in navigating personal situations while maintaining confidentiality.

2021-Present. Undergraduate Mentor & Chapel Officer / University of Oxford

- Practise "active listening" and reflect their cares and concerns to the students.
- Help students set short-term and long-term goals and actionable next steps in their weekly and daily calendars.
- Liaise with relevant offices inside and outside the College and department and facilitate disciplinary action when needed.
- Maintained strict confidentiality and privacy for student concerns and referred students as needed to outside resources, such as the Counselling and the University Counselling and Medical Services.

2021-Present. Undergraduate Tutor / University of Oxford

- T.T. 2023: Early Christian Archaeology / Late Roman Empire (Tutor)
- H.T. 2023: Roman Core: 50 B.C.-50 A.D. (T.A.)
- MT 2021: Art Under the Roman Empire (Tutor)

2019-2021. Research Coordinator / Indiana University

- Mentored a team of three undergraduate researchers simultaneously and oversaw the development of their internship projects.
- Counselled two to three undergraduate and postgraduate students each semester on job applications and aided with seeing them through to successful employment post-graduation.
- Developed a series of lab events to help build community, writing support, collaboration, and study skills.
- Connected students to helpful resources on campus for their overall development and growth.
- Aided students with writing small funding applications.
- Liaised on behalf of students with local and international organizations, such as universities and museums, to ensure the success of various research projects.
- Reported to lab directors and funding agencies, including weekly reports, and presenting in-person updates twice a semester.

2017-2020. Research Fellow / National Science Foundation

- Mentored three students in the programme on developing their theses and managing general health and welfare while pursuing a doctorate.
- One-on-one mentoring surrounding how to finish your thesis on time and get a job post-graduation.
- Assisted in writing grant reports and applications; organised internal and external resources to ensure timely completion of the promised deliverables.
- Coordinated with multiple institutions across a national network of emerging interdisciplinary scholars to design new and exciting research programmes.

2015-2020. Assistant Instructor / Indiana University at Bloomington

- Courses Taught: 3D Modelling Workshop (5 undergraduates); Applied Augmented Reality in Museum Exhibit Design (30 postgraduates); Computational Research in Archaeology (5 undergraduates); Virtual Heritage (15 undergraduates); Virtual Worlds (30 postgraduates and undergraduates); Introduction to Social Informatics (15 undergraduates).

- Led the class, including communicating regularly, advising on potential issues in the class, and reporting on grades.
- Taught via in-person lectures and computer lab sessions two to three times weekly, answering student questions and concerns afterwards.

2016-2018. Project Lead at the IU Art Museum and Kelsey Museum of Archaeology

- Led a team of two undergraduate researchers and two postgraduate researchers in designing and organising a digital exhibit in augmented reality for display in the museum gallery.
- Tested and revised the exhibit designs using surveys, interviews, and in-gallery experiments until the learning goals of the exhibit were communicated clearly and were engaging to museum visitors.
- Helped the students report on the results and use the project for their benefit, creating personal and professional growth opportunities whenever possible.

Publications

- (PhD Diss.) In-Progress: the *Basilica Santi Giovanni e Paolo* in Rome.
- (PhD Diss.): Complete: Computationally Modelling Roman Domestic Space (*I.U. Press, 2021,* with a separate proposal in progress for the monograph).
- (Article): Applications of Photogrammetric Modelling to Roman Wall Painting: A Case Study in the House of Marcus Lucretius (*Multidisciplinary Digital Publishing Institute, 2019*).
- (M.A. Thesis): Computationally Modelling the House of Marcus Lucretius (*I.U. Press, 2018*).
- (Article): Augmented Reality Prototyping for Interaction Design Students in Museums (Human-Computer Interaction Journal, *2017*).

Recent Funding Awards:

- (2023) Bard Graduate Centre Fields of the Future Fellowship
- (2023) Fieldwork-in-Residence at the British School at Rome
- (2022) Craven Committee Grant-in-Aid of Fieldwork
- (2022) Merton College Grant-in-Aid of Fieldwork Fellowship
- (2022) Computer Applications in Archaeology Conference Award
- (2022) VWHL Grant-in-Aid of Travel
- (2021) Craven Committee Grant-in-Aid of Fieldwork
- (2021) Rob Kling Fellowship
- (2019) European Research Council Grant

- (2018): Office of the Vice Provost Grant-in-Aid of Travel
- (2017) Rob Kling Fellowship
- (*Key Outcomes: over 300,000 pounds in funding raised towards the DPhil project)*

Seminars Organised:

- Faculty & Students: The Oxford Byzantine Graduate Seminar / Trinity 2023
- Faculty & Students: The Roman Discussion Forum / Hilary 2023
- Faculty & Students: The Institute for Classical Studies in London / Summer 2022: Digital Classics Seminar Series
- Faculty & Students: The University of Oxford / Trinity Term 2021 – Michaelmas Term 2022: Ancient Architecture Discussion Group
- (*Key Outcomes: helped with room setup, after-event socials, speaker invitations + Q&A)*

Recent & Upcoming Conference Presentations:

Oxford Digital Humanities Summer School (July 2023); Archaeological Institute of America Annual Meeting (January 2023); Computer Applications in Archaeology (2022); Oxford University Byzantine Society Conference (2021). Oxford Digital Humanities Summer School (2022), American Academy in Rome (2016-2019).

Languages:

Ancient: Latin (competent / six semesters); Greek (competent / six semesters) / *Modern*: Italian (competent in speaking, writing, and reading / one year in residence); French (beginner in reading); German (beginner in reading).

Professional Societies & Organisations:

Samaritan's Listening Programme, Oxford University and College Union Member, Peer Support Programme Trainee and Ongoing Member, Merton College MCR (Charities Officer & Chapel Officer), Centre for Teaching and Learning Trainee and Member, X-Reality Group at Oxford Member, Special Interest Group for Spatial Analysis within the Computer Applications in Archaeology, British School at Rome, Archives & Records Association, Royal Historical Society, Special Interest Group for Digital Archaeology within the Archaeological Institute of America.