

Amanda Visconti

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I design, build, and test digital interfaces for the future of social reading.

SKILLS

I enjoy rapidly spinning up digital interfaces to test ideas for more participatory and fun online reading.

Web Design and Development. HTML5/CSS3, XML/TEI, interface design, actively improving PHP and JS, rapid prototyping, server configuration, MySQL database management; CMS theming and plugin customization/creation: Drupal, Omeka, Wordpress/WPMU, Buddypress, Mediawiki. Past experience in Python and Ruby on Rails.

Visual Design. Adobe Creative Suite: Illustrator, Photoshop, InDesign; [Gephi](#) information visualization.

Interdisciplinary Collaboration. Git/[GitHub](#), Basecamp, Lighthouse, Trello, SVN, Slack.

Usability. Accessible web design and site testing; user study metric creation, deployment, and analysis for digital reading research; Google Analytics.

Clear Communication with Diverse Audiences. Academic and technical writing, editing, user-friendly documentation, [research blogging](#), teaching/training. Expert written and spoken communication between tech and non-tech audiences.

EDUCATION

Web development geek (8+ years) with a strong research background.

University of Maryland
Ph.D. Candidate, Literature
(Digital Humanities,
Interfaces for Social Reading)
Fall 2010 – April 2015

University of Michigan
Master of Science in Information
(Digital Humanities Human-Computer
Interaction)
2008 – 2010 (graduated April 2010)
[Margaret Mann Award](#) recipient. [Master's thesis: usability research on public use of digital editions](#). 929 downloads from the UM Deep Blue repository since February 2008.

St. Olaf College
B.A., English
2004 – 2007 (graduated February 2007)

Please see my [LinkedIn profile \(linkedin.com/in/amandavisconti\)](https://www.linkedin.com/in/amandavisconti) for my complete professional life: web development prototypes and experiments, invited talks, guest blog posts, academic teaching, conference presentations, awards, and more.

WORK EXPERIENCE

Digital Dissertation Fellow (Code, Design, Theory, User Studies for Digital Social Reading)

[Maryland Institute for Technology in the Humanities](#); August 2014 – Present

Funded to spend a year focusing on building [InfiniteUlysses.com](#), a platform for social reading and annotation of difficult texts. Work includes creation of Drupal modules (PHP, Javascript/jQuery, Annotator.js) and interface design (HTML5, CSS3, PHP).

Web Developer Consulting, Digital Humanities (Digital Research Tools for Literature and History)

[Digital Humanities Initiative](#), Hamilton College; February 2014 – May 2014

[TAPAS Project](#): TEI (Text-Encoding Initiative) Archiving, Publishing, & Access Service; October – November 2013

Web development research, advice, and implementation assistance for a digital archive project involving Omeka/Neatline, Wordpress, and Fedora Commons. Developed stylesheets using CSS3/LESS to improve the display of Text Encoding Initiative (TEI-encoded) texts on a scholarly digital editing platform.

Web Development & Software Documentation for Archival Digital Forensics

[Maryland Institute for Technology in the Humanities](#); August 2013 – May 2014

Wordpress web development and design, [Mediawiki information architecture and redesign](#), audience-friendly software documentation (screencast, text, wiki), and usability testing for the [BitCurator archival digital forensics software suite](#). (Graduate Research Assistant)

Doctoral Fellow, Digital Edition Platform Web Developer

[Editing Modernism in Canada \(EMiC\)](#); April 2013 – March 2014

Server configuration, Drupal module development, web design, and audience-friendly Islandora documentation.

Digital Humanities Webmaster

[Maryland Institute for Technology in the Humanities](#); June 2011 – January 2013

At one of the world's premiere digital humanities research centers: web development (Drupal, Wordpress/WPMU, Buddypress, Omeka, Mediawiki), design, and long-term thinking for website and server security and preservation. User-friendly technical documentation and training for faculty and students. (Graduate Research Assistant)

Digital Studies/Digital Humanities Instructor

[Maryland Institute for Technology in the Humanities](#); [University of Maryland English Department](#); August – December 2012; July 2011 – February 2012

Designed and taught three undergraduate honors and 200-level classes combining digital theory and practical tech labs on HTML5/CSS3, digital archives, social media for research, distant reading, remix culture, and copyright.

Web Developer & Edugame Researcher/Designer ([Alternate Reality Games for Education](#))

NSF/University of Maryland; September 2010 – August 2011

Drupal web development and design of feature-rich social community for players of an educational alternate reality game (ARG).

IMLS Model Digital Humanities Internship

[Maryland Institute for Technology in the Humanities](#); April – June 2009

Omeka digital archive web design and development for a physical and digital collection of early e-lit and Web history.

Librarian

University of Michigan Huber Anatomical Donations Library; April – October 2008

Created an [online-accessible catalogue](#), user-friendly library use and maintenance documentation, LOC numbering, and reorganization of special collections library.

EXAMPLE PROJECTS

[Innovative Design+Code+Usability Digital Humanities Dissertation](#)

My unique literature Ph.D. dissertation uses coding, design, [research blogging](#), and user-testing to make digital editions of books more useful to the public, with particular interest in social annotation and customizing the display of a huge quantity of annotations on a text to fit each reader's needs and background. Deliverables include a participatory Drupal digital edition of James Joyce's difficult novel *Ulysses*, extending the conversation around the book to every type of reader through social annotation, tagging, and filtering the reading experience; a FOSS [Github](#) repository of my new and customized PHP modules and interface design; and user-friendly documentation.

[View DHQ: Gephi Info Visualization of Citation Networks](#)

Gephi visualization of the journal *Digital Humanities Quarterly's* citation networks towards identifying key digital humanities texts. Winner of an inaugural ACH (Association for Computing in the Humanities) Microgrant.

[Serendip-o-matic \(Digital Serendipitous Research Source Tool\)](#)

Digital tool for turning input text (bibliographies, articles, lyrics) into serendipitously related discoveries from online databases such as the Digital Public Library of America (DPLA) and Flickr. Development team member.

[Digital Dos Passos \(Digital Humanities Archive w/Innovative Interface\)](#)

Digital Omeka reading archive with a customized non-linear entry into the collection's multiple items.

EXAMPLE PEER-REVIEWED RESEARCH PUBLICATIONS

- [“Making the Digital Humanities More Open”: Modeling Digital Humanities for a Wider Audience](#). *Journal of Digital Humanities*. (team-authored)
- Co-authorship on five [research papers](#) on designing educational alternate reality games, including in the SIGCHI and Games+Learning+Society proceedings.
- [Digital Humanities Now: Discover the Best in Digital Humanities Scholarship](#). Eleven posts from my [LiteratureGeek.com](#) academic blog were highlighted by the main aggregator for quality digital work in my field.
- [Grangerizing](#). Entry on historical book arts practice in *Archbook: Architectures of the Book Online Encyclopedia*.

REFERENCES

Dr. Matthew Kirschenbaum, Associate Director at the Maryland Institute for Technology in the Humanities
Relationship: Past supervisor at MITH (BitCurator project), doctoral dissertation advisor, supervisor for IMLS Digital Humanities Internship (2009), and independent study mentor (2011)
Phone: 301-405-8505 and *Email*: mkirschenbaum@gmail.com

Dr. Kari Kraus, Associate Professor, College of Information Studies & English Department, University of Maryland
Relationship: Dissertation committee member, PI for UMD iSchool Alternate Reality Game Research Team (2010-2012), and mentor for IMLS Digital Humanities Internship (2009)
Phone: 240-997-9759 and *Email*: karimkraus@gmail.com

Dr. Neil Fraistat, Director at the Maryland Institute for Technology in the Humanities
Relationship: Dissertation committee member, graduate seminar instructor (2012), supervisor at MITH (2009, 2011-2013, 2014-present)
Phone: 301-405-5896 and *Email*: nfraistat@gmail.com