Isabell (Izzy) Moyer

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AWARDS

Fulbright Award October 2024-July

2025

• Research Award: Process, Access, and Community: Bringing Accessible MSI Technology to Croatia

EDUCATION

Rochester Institute of Technology, Rochester, NY

August 2021-May 2024

• Bachelors of Science in Museum Studies with a Minor in Biology: Ecology and Evolution, and an Immersion in the Science of Film, Photography and Imaging.

Monroe Community College, Rochester NY

August 2020- August 2021

Associates of Science in Liberal Arts

EXPERIENCE

Lab Manager of RIT's Cultural Heritage Imaging Lab

June 2022 -

Present

- Rochester Institute of Technology, Rochester, NY
- Part of 10-person lab supporting National Endowment for the Humanities-Funded R&D Tier II Grant, PR-268783-20, "Low-Cost End-to-End Spectral Imaging System for Historical Document Discovery, \$347K
- Supported research, scholarship, and public engagement of multidisciplinary research led by co-PIs David Messinger, Ph.D.(Imaging Science) and Juilee Decker, Ph.D. (Museum Studies)

Wehrheim Scholar Intern

September 2023-Present

- Genesee Country Village & Museum, Rochester, NY
- Pioneered the "Matterport Project" to create 360 degree tours of the Museum's historic 19th century buildings and exhibits (Becoming Gendered: Garment as Gender Artifact (matterport.com))

PUBLICATIONS, POSTERS & CONFERENCES

- Eurographics Workshop on Graphics and Cultural Heritage (Publication and Conference):

 Multispectral Imaging for Historical Artifacts: A Case Study Using an 8th-Century Biblical Scroll
 Multispectral Imaging for Historical Artifacts: A Case Study Using an 8th-Century Biblical Scroll (eg.org)
- Color Impact 2023 at RIT (Presentation): Visualization of Multispectral Imagery for Cultural Heritage Exploration
- RIT Undergraduate Research Symposium (Poster): Documenting Multispectral Imaging for Historical Artifacts using "StoryMaps"

SKILLS: Scalar, Grant Writing, Tableau, Matterport, ArcGIS' "StoryMaps," Omeka, Python (basic), MATLAB (basic), Zotero, Wordpress, Microsoft 365, Google Workspace, VR Development, Unreal Engine 5