NATHAN KELBER

(248) 921-9958 ▪ nkelber@gmail.com

DIGITAL PROJECTS AND COLLECTIONS MANAGER

Accomplished educator and project manager with 8 years of progressive experience working in universities and museums. Proven ability to lead major projects, support digital repositories, build community partnerships, and manage technical teams.

Digital Projects and Repositories ▪ Media Preservation ▪ Data Analysis ▪ Copyright Law
Team Management ▪ Web Development ▪ Metadata ▪ Community Building ▪ Technical Training

PROFESSIONAL EXPERIENCE

Manager of Digital Projects, Detroit Historical Society | Detroit, MI
2014-present
Supervised digital projects including the Detroit Video History Archive, The Detroit 67 Oral History Archive, and Re-Documenting Detroit. Directed a small team (2-5 people) of technicians to capture traditional and born-digital artifacts for public consumption and long-term archival storage. Managed grant projects and budgets from IMLS, NEH, Americana Foundation, and Knight Foundation (~$125,000/yr).

Lecturer, Lawrence Technological University | Southfield, MI
2012-2014
Taught courses in the digital humanities, world literature, composition, and rhetoric. Collaborated on educational course development grants from the Mellon Foundation and the American Association of Colleges and Universities.

Lecturer, University of Maryland | College Park, MD
2008-2012
Taught courses in Shakespeare, composition, digital rhetoric, and electronic literature.

EDUCATION

Ph.D. University of Maryland (Expected Fall 2016)
English with a concentration in Digital Humanities

M.A. Loyola University Chicago
English with a concentration in Textual Criticism

B.S. Eastern Michigan University
English and Mathematics (Michigan Secondary Education Certification BA/EX)

Grant Projects

Re-Documenting Detroit (2015)
Collaborator, Knight Foundation ($25,000)

Detroit's Video History Archive (2015)
Project Manager, Institute of Museum and Library Services ($350,000)

DHS Digitization Project (2014)
Project Manager, Community Foundation for Southeast Michigan ($30,000)

Preservation Assistance Grant (2014)
Project Manager, National Endowment for the Humanities ($4000)

Furniture and Decorative Objects Conservation Initiative (2014)
Project Manager, Americana Foundation ($10,000)

Library-Led DH Pedagogy: Modeling Paths Toward Information and Data Literacy (2014)
Collaborator, Association for Computers and the Humanities ($1000)

Integrating Computational Science Research in the Humanities (2014)
Collaborator, American Association of Colleges and Universities ($300,000)

Digital Liberal Arts in the Great Lakes Colleges Association (2014)
Consultant, Mellon Foundation ($2.5 million)

Fellowships/Scholarships/Travel Awards

BABEL Travel Grant (2015)

University of Maryland Graduate Summer Fellowship (2013)

University of Maryland Teaching Assistantship (2008-2012)

Maryland ARHU Graduate Student Travel Award (2012)

QCB Travel Grant for MIT Research (2012)

Digital Humanities Summer Institute Scholarship (2012)

CHNM Mellon Bootcamp Fellowship (2011)

University of Maryland Travel Grant (2011)

Digital Humanities Summer Institute Scholarship from the SSHRC (2009)

University of Maryland Travel Grant (2009)

Loyola University of Chicago Fellowship (2006-2007)

Eastern Michigan University Honors Program Fellowship (2005)

Professional Conferences and Invited Talks

Guest Lecture, Eastern Michigan University | December 3, 2015
The Ludic Problem in Medieval Studies

BABEL Working Group, University of Toronto | October 10, 2015
The Game and Playe of the Chesse: Medieval Games and Digital Media Archaeology

HASTAC, Michigan State University | May 28, 2015
Games are not a Medium: The Media Archaeology of Tetris, Dragon's Lair, and Space Time

Mid-Michigan Digital Practitioners Meeting, U of Michigan | March 27, 2015
Detroit Historical Society Video Archive

Meaningful Play, Michigan State University | October 16, 2014
Game History and Preservation: The Roles of Industry, Institutions, and Fans

Invited Talk for the Great Lakes Colleges Association, Ann Arbor | June 1, 2014
Digital Liberal Arts 101: Three Recommendations

Invited Talk, The Tangent Gallery in Detroit | May 15, 2014
Literature and Games in the Digital Age

Research Day 2014, Lawrence Technological University | April 4, 2014
Digital Materialism: The Phenomenology of Software and Video Games

Shakespeare Association of America, Toronto | March 28, 2013
Medieval Drama, Ludi, and Games

Medieval Lunch Series, University of Michigan | February 6, 2013
The Play of Objects: Medieval Drama, Ludi, and Games

BABEL Working Group, Northeastern University | September 20, 2012
Wild Fermentation: Disciplined Knowledge and Drink

Invited Talk, Lawrence Technological University | April 17, 2012
What is the Digital Humanities?

Writing in Digital Environments, Eastern Michigan University | October 15, 2011
Building a Better Learning Management System

Digital Humanities 2011 (Invitation declined), Stanford | June 19, 2011
The Disintegration of the Persistence of Cultural Memory

Great Lakes THATCamp, Michigan State University | April 30, 2011
Introduction to Text Analysis

Renaissance Society of America, Montreal | March 24, 2011
Staging the Ludic: How Early Modern Play became Early Modern Work

Borderlines, University of Maryland | March 12, 2011
The Borders of Media: Don Bluth's Dragon's Lair

Reading Comparatively, University of Maryland | November 5, 2010
Replaying Shakespeare: Remediating Early Modern Drama

Shakespeare and Renaissance Ethics, Yale University | October 1, 2010
The Classical and Christian Ethics of Suicide in Shakespeare and Montaigne

Digital Humanities 2009, University of Maryland | June 23, 2009

The Prioress and the Jew: Mining the Symbolic System through Lexical Genre Analysis of Modernizations

Mediations, University of Maryland | February 27, 2008
From Archimedes to Robinson: The Rhetoric of the Infinitesimal

SERVICE

Conference Organizer (2013, 2014, 2015, 2016)
Network Detroit: Digital Humanities Theory and Practice (2013-2016)

Reviewer (2013, 2014, 2015)
Digital Humanities

Moderator (2015)
HASTAC "Gameworlds, Objects, and Learning in the Material Turn" (2015)

Technology Consultant (2013, 2014)
The Digital Repository Taskforce at Lawrence Technological University

Reviewer (2012)
Digital Humanities Summer Institute Colloquium Series

Conference Organizer (2011)
Bloodwork: The Politics of the Body

Technology Chair (2008, 2009, 2010, 2011)
UMD Graduate English Organization

Moderator (2010)
Nomenclature: "Archives: From Research to Scholarship"

Moderator (2006)
MMLA: "Filmic Adaptation"

ADVISING

Urban Studio Internship (2016)
Domenika Tarazhi, Michigan State University

Urban Studio Internship (2016)
Katie Musial, Michigan State University

MLIS Practicum (2015)
Ryan Strobe MLIS, Wayne State University

MLIS Practicum (2015)
Rachel Schulz MLIS, Wayne State University

Technical Communication Practicum (2014)
VaNessa Thompson MSc, Lawrence Technological University