

Arid Urbanism | Immersive Representation | Cartography & GIS | Design Equity

EDUCATION

- 2014 – 2016 **Harvard University**, Graduate School of Design, Cambridge, MA
Master of Landscape Architecture
- 2004 – 2010 **University of Nevada, Las Vegas**, Paul S. Bogg School of Architecture, Las Vegas NV
Bachelor of Landscape Architecture

CURRENT

- 2017 – **University of Nevada, Las Vegas**, Paul S. Bogg School of Architecture, Las Vegas NV
Assistant Professor of Landscape Architecture, Tenure-Track.
- 2017 – **Juxtopos**, Founder and Principal, Las Vegas, NV
- 2017 – **International Landscape Collaborative**, Contributor, Santiago, Chile
- 2015 – **AESIR Lab**, Contributor, Cambridge, MA

PREVIOUS

- 2016 – 2017 **University of Nevada, Las Vegas**, Paul S. Bogg School of Architecture, Las Vegas NV
Visiting Assistant Professor of Landscape Architecture
- Spring 2015 **Harvard University**, Graduate School of Design, Cambridge, MA
Teaching Assistant for Michel Desvigne Option Studio
- 2013 – 2014 **College of Southern Nevada**, Las Vegas NV
Adjunct Instructor of Architecture and Design
- 2013 – 2014 **[N]Site Studios**, Las Vegas NV
Project Manager
- 2008 – 2010 **Southwick Landscape Architects**, Las Vegas NV
Intern

TEACHING

- Fall 2017 **University of Nevada, Las Vegas**
LAND 280: Design Foundation II: Lower division design studio
LAND 467: GIS for Landscape Architecture: Advanced representation course
- Spring 2017
LAND 282: Design Foundation II: Lower division design studio
LAND 342: Planting and Irrigation: Upper division research seminar
LAND 455: Landscape Architecture Theory: Upper division theory course
- Fall 2016
LAND 280: Design Foundation II: Lower division design studio
LAND 330: Design with Climate Change. Advanced research seminar
LAND 367: Advanced Digital Media: Advanced representation course

PUBLICATIONS

- 2017 The Arid Debate: Transforming the “Wet” Discussion. Council of Educators in Landscape Architecture 2018 Conference Proceedings. Accepted Abstract: December 2017.
- Immersive Cartographies: Geo-spatial Data and Video Games. Council of Educators in Landscape Architecture 2018 Conference Proceedings. Accepted Abstract: December 2017.
- De Salvatierra, A., Solano S, Vermillion, J.D., The Spatial Indeterminacy of Time: De[MONSTR]ative Architectures as Beginning Design Pedagogy. National Conference on the Beginning Design Student 2018 Conference Proceedings. Accepted Abstract: November 2017.
- “Emerald Territories” in, Frontier City 2016-2017 GSD Studio Publication edited by Daniel Vasini
- Vermillion, J. D., Yeshayahu, S., Solano, S. M. CNC Mediated Representation. 2017 Proceedings of the National Conference on the Beginning Design Student. University of Utah, Salt Lake City, UT: National Conference of the Beginning Design Student 2017 Conference Proceedings.
- Immersive Narratives: Bridging Video Game Technologies with Landscape Representation Methods – An Interactive Study. Council of Educators in Landscape Architecture 2017 Conference Proceedings. Accepted Abstract: January 2017
- 2016 “Everyday Memorials” in, Voices and Visions of St. Louis: Past, Present, Future Conference. Cambridge, MA (April 2016)
- “Everyday Memorials” in, Building on Black America’s Main Street 2015 GSD Studio Publication edited by Daniel D’Oca
- 2015 “People’s Park of Versailles” in, The Barracks of Pion: Developing the Edge of Versailles. 2015 GSD Studio Publication edited by Michel Desvigne and Inessa Hansch.
- Black Landscapes Matter. AESIR LAB 2(6). Web. 28 October 2015. <http://aesirlab.com/writings/vol2-6>
- Empowering the Everyday Landscape. AESIR LAB 1(5). Web. 22 July 2015. <http://aesirlab.com/writings/vol1-5>
- 2010 Fuller, Samantha. (Re)envision the Las Vegas Landscape: The (Re)appropriation of Space Using the Principals of Latino Urbanism. (Bachelors Capstone Project) University of Nevada, Las Vegas (May 2010).

LECTURES

- 2017 “Juxtopos: Imagining New Landscapes” Invited Lecture at The UNLV School of Architecture, April 2017.
- 2016 “Landscape and the Arid” Invited Lecture at The UNLV School of Architecture, April 2016.
- “Designing the Equitable Landscape” Invited Lecture at Morgan State University, March 2016.

EXHIBITIONS

- 2017 “De[MONSTR]ative Architectures: Apotheosis of the Unfamiliar” , Co-designed with Alberto de Salvatierra and Joshua Vermillion. Student Work Installation at UNLV School of Architecture Studies Library, Las Vegas, NV. Dec. 2017 - Jan. 2018
- 2016 “Land Lab”, Co-designed with Joshua Vermillion and Shai Yeshayahu. Student Work Installation at UNLV School of Architecture, Las Vegas, NV. Nov. 2016 - Present