

About

I am a graduating bachelor archaeology student, currently writing my thesis about the application of similarity network fusion on archaeological data.

Education

2023–2026

Bachelor Archaeology Leiden University

- ↳ SEP 2025–DEC 2025
Network Science for a Connected World (minor)
- ↳ SEP 2024–DEC 2024
Hacking the Humanities: Introduction to Text Mining and Python (extra elective course)

2021–2022

Bachelor Graphic Design Koninklijke Academie van Beeldende Kunsten (KABK)

Skills

SOFTWARES

Microsoft Access	Blender
Adobe Photoshop	Rhinoceros 3D
Adobe Illustrator	R Studio
Adobe InDesign	QGIS

LANGUAGES

English	HTML
Mandarin	CSS
Korean	JS
Dutch (A2)	R
	Python

OTHER SKILLS

Photography
Photo and video editing
3D modelling + printing

Experiences

Fieldwork

16 June – 04 July 2025

Forgotten Mounds Project (Limburg, The Netherlands) Leiden University Participant

Participated in excavation of burial mounds in the south of the Netherlands, as well as documentation by making drawings and photography of features and levels. Also helped with finds processing.

11 August – 24 August 2024

Villa Romana Son Sard Project (Mallorca, Spain) Leiden University Participant

As a student, I engaged in surveying (fieldwalking) and hand excavation on a potential Roman villa site with other students and local archaeologists. I was also involved in the processing of finds (washing, documentation, photography, depot labelling).

29 July – 02 August 2024

TERRA: TERRaced landscape of RAMosch (Switzerland) Leiden University Participant

Participated in the 2024 fieldwork season that investigated agricultural terraces of Ramosch, Switzerland. Fieldwork focused on utilising geophysical survey (ERT, magnetometer, EMI) methods, coring and sampling (dating, micromorphology, soil and sediment, archaeobotany) as well as small test pits.

Other archaeology activities

01 September – 07 September 2024

MOSAICchron Summer School Kiel University, University Ghent Participant

A one-week summer school where I got to learn how to use and apply R in archaeological data, data management (e.g. controlled vocabularies) concepts and various software applications in handling chronologies in archaeology (radiocarbon dating, chronological modelling etc.).

03 June – 14 June 2024

Computer and Geoscience in Archaeology Summer School HTW Dresden University of Applied Sciences Participant

Followed online lectures and assignments on GIS, digital 3D documentations, remote sensing and computer science in archaeology.

June – July 2024

HMC Project Website Design

Leiden University
Graphic Designer

Helped create and design the layout and structure of the project's website such that it can be managed easily by the team during and after fieldwork (from posting of public outreach events on the website calendar to adding pictures easily on the website)

October – April 2024

DUSANE 2024

L.A.S Terra, Nabu Na'id
Committee member (Secretary)

Assisted in the organisation of the Dutch Symposium of the Near East (DUSANE) as the secretary of the organising committee. I was tasked with logistics and administrative work to ensure the symposium will run smoothly.

30 August – 02 September 2023

EAA 2023 Conference in Belfast

European Association of Archaeologists
Volunteer

Monitored physical sessions and livestreams, assisted with administrative and general practicalities of the conference.

12 October 2023

Agent Based Modelling for Archaeologists Workshop

CAA-DE & CAA-NL-FL
Participant

Learnt basics about agent-based modelling and its possible applications in archaeology through the use of open-source programme NetLogo in a tutorial simulating hominin dispersals out of Africa.

Research

April 2025

Report for the Predictive Model of Veenendaal-Lienden

Shelene Low

As part of the Predictive Modelling course, a report for archaeological advice was made for the Dutch area of Veenendaal-Lienden. The report made use of self-made QGIS heatmaps, DEMs and buffer masks from existing (geographical) data, in order to predict archaeology in the region. A blog was also made in Rstudio to document the process of this project.

22 October 2023

Reconstructing Past Narratives With Landscape Archaeology

Shelene Low

My first archaeology essay for the module 'Past and Future' about the brief history and methods of landscape archaeology, including specific digital methods of viewshed analysis and agent-based modelling (ABM). The essay prompted my greater interest and curiosity to understand how digital methods can be used in archaeology to reassess and obtain new knowledge about the narratives of past landscapes.