

I have a long history of activity in the Space Architecture Technical Committee; I have been a member of the AIAA since 2006, and active in our Technical Committee for nearly as long, soon after its establishment in 2008. I served as the Secretary of the SATC from 2010 to 2012, co-chair of the AIAA Space (now ASCEND) Robotic Technologies and Space Architecture track in 2011-2012, and co-chair of the Space Architecture Track of the ICES conference from 2017 to 2020. Along the way I've peer-reviewed papers for almost a score of SATC-related conferences. I currently serve as a subcommittee chair for our Decadal Survey. I see volunteering as vice-chair as an opportunity to continue and expand my service to our professional community.

- I am struck by the influx of new talent that has joined our ranks in the past few years. The SATC should continue on its trajectory to attract new members with a serious interest in space architecture, to ensure the continued value of our Technical Committee.
- At the same time, we are experiencing a burgeoning general interest in human spaceflight, even if the public vastly underestimates the difficulties faced by those endeavors. When I participated in a panel on terrestrial applications of space architecture at SXSW in 2024, I was pleasantly surprised at the lay attendance. Similarly, the SATC's presentation at the American Institute of Architects 2024 National Convention played to a full room. The SATC should continue to seek innovative ways to perform outreach to the public, presenting space architecture in a dynamic and factual light, advocating for the value of our profession.
- The SATC maintains a high standard of scholarship at the conferences where we have consistently participated over the years: ICES, IAC, and ASCEND. I support greater networking, workshops, and peer support to help authors collaborate and maintain our high quality of work. We could do more to organize virtual mini-conferences on topics of interest, from centrifugal gravity to designing for regolith.