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Kyle Bocinsky is a second-year masters student in archaeology at Washington State University, and a research assistant of Dr. Tim Kohler. After completing his undergraduate work at the University of Notre Dame with majors in anthropology and physics, Kyle has begun focusing on computational modeling and the archaeology of the US Southwest as a research associate in the Village Ecodynamics Project (<http://village.anth.wsu.edu/>). His primary focus in the project is programming new parts of the simulation to allow the hunting and domestication of turkey. During summer 2009, Kyle participated VEP fieldwork in Mesa Verde National Park. Kyle is also a fellow in the IGERT Program in Evolutionary Modeling (<http://ipem.anth.wsu.edu/>), in which he is developing methods to correlate genetic matrilineal lines of ancient turkey with actual turkey husbandry practices evidenced in the archaeological record. His research interests include early faunal domestication in the new world, agent-based modeling, complex systems theory, resiliency, and paleogenetics, all in the context of the Southwest archaeology.