

Marco da Silva

- CONTACT dasilva@mit.edu
- INTERESTS computer graphics, optimal control, reinforcement learning
- EDUCATION **Massachusetts Institute of Technology**, Cambridge, MA
S.M., Computer Science February 2008
Ph.D., Computer Science September 2010
- Brown University**, Providence, RI
Sc.B. with Honors, Math and Computer Science May 2001
- EXPERIENCE *Robotics Engineer* *Aug 2010 – present*
Boston Dynamics, Waltham, MA
- Research Assistant* *Sept 2005 – Aug 2010*
CSAIL, MIT, Cambridge, MA
- Investigating applications of optimal control to computer animation
- Technical Director* *June 2004 – Aug 2005*
Pixar Animation Studios, Emeryville, CA
- Designed and implemented automated systems for generating crowd motion and animated several crowd shots
 - Implemented cheaply rendered car model for crowd shots
 - Worked on rendering and character model optimization efforts
- Studio Tools Engineer* *July 2001 – June 2004*
Pixar Animation Studios, Emeryville, CA
- Coded animation tools including direct manipulation and constraints systems for character animation
 - Improved legacy code base by optimizing model execution and unifying tool undo systems
- SKILLS
- Programming: Most proficient in C/C++ and have used python, perl, java,, tcl, scheme, basic, and ada
 - Platforms: Linux and Mac OS/X, some Windows experience