

Pedro Silva

Portfolio | pedrosilva.me

Email | pedrosilva0219@gmail.com

Education

PhD, Digital Media

Georgia Institute of Technology | 2013 - 2016;
2020 - Present
Atlanta, Georgia

MFA, Emerging Media

University of Central Florida | 2010 - 2013
Orlando, Florida

BA, Creative Writing

University of Central Florida | 2006 - 2010
Orlando, Florida

Skills and Tools

Web

JavaScript, HTML/CSS, PHP, MySQL.

Prototyping and Production

C#, Java, Unity 3D, Blender 3D, Adobe
Creative Suite (Photoshop, Illustrator,
Premiere, Flash), Ableton Live.

Languages

English, Portuguese.

Work Experience

Course Author and Instructor | 2021 - Present

Johns Hopkins Center for Talented Youth, Baltimore, MD

Classes Taught:

Games for Good: Videogame Design & Social Justice
Game Design

DILAC Graduate Fellow | 2020 - Present

Digital Interactive Liberal Arts Center, Ivan Allen College of Liberal Arts
Georgia Institute of Technology, Atlanta, GA

Designed and implemented game series and augmented reality storybook for NGO Rise Up & Care's community outreach in Rio de Janeiro, Brazil. Designed and implemented interactive narrative authoring system for GaTech's PeNLab Studio.

Teacher | 2018 - Present

Idyllwild Arts Academy, Idyllwild, CA

Designed and taught Computer Game Design and STEAM courses. Served as on-campus live-in dorm parent responsible for pastoral care of students.

Classes Taught:

Computer Game Design (2018 - Present)
Algebra I (2018 - Present)
Geometry (2018 - Present)

Algebra II (2019 - Present)
Creative Technology (2019 - 2020)
STEAM (2019 - 2020)

Lab Manager | 2014 - 2016

Interactive TV Lab, School of Visual Literature, Media and Communication
Georgia Institute of Technology, Atlanta, GA

Projects:

Project Lead: CounterPoint, iPad web-app, Javascript.

Project Lead: Story in Motion, iPad/Television web-app, Leap Motion, Javascript, PHP.

Designer and Lead Programmer: Game of Thrones Companion, iPad/Television web-app.

UX Design Intern | Summer 2015

Comcast Labs, Washington DC

Visual and UX Designer: ClipShare, voice-controlled TV clip extraction and sharing prototype, Javascript, Illustrator.

Graduate Research Assistant | 2013 - 2014

School of Visual Literature, Media and Communication

Georgia Institute of Technology, Atlanta, GA

Designed and implemented college-wide online application system for internal funding requests.

Designed and built website for Technologies and International Development Lab via Symphony CMS.

Graduate Teaching Associate | 2012 - 2013

School of Visual Arts and Design

University of Central Florida, Orlando, FL

Classes Taught:

DIG 2500c: Foundations of Interactive Design (Fall 2012, Spring 2013)

DIG 4104c: Web Design Workshop (Spring 2012)

Undergraduate Writing Consultant | 2009 - 2010

University Writing Center

University of Central Florida, Orlando, FL

Conducted one-on-one and group consultations for undergrads and grad students. Led workshops in English composition classes.

Editing Internship | 2009

Florida Review Literary Journal

University of Central Florida, Orlando, FL

Publications

Pedro Silva, Shuyu Gao, Michelle Ramirez, Sanjeev Nayak, Colin Stricklin, Janet H. Murray. 2021. Timeline: An Authoring Platform for Parameterized Stories. In Proceedings of the ACM International Conference on Interactive Media Experiences (IMX '21). ACM, New York, NY, USA.

Pedro Silva, Yasmin Amer, William Tsikerdanos, Jesse Shedd, Isabel Restrepo, and Janet Murray. 2015. A Game of Thrones Companion: Orienting Viewers to Complex Storyworlds via Synchronized Visualizations. In Proceedings of the ACM International Conference on Interactive Experiences for TV and Online Video (TVX '15). ACM, New York, NY, USA, 167-172.

Pedro Silva. 2012. Designing an authoring environment for community-created virtual heritage environments: experiences with the geografia platform. In Proceedings of the 17th ACM international conference on Supporting group work (GROUP '12). ACM, New York, NY, USA, 95-98.

Pedro Silva, Si Jung Kim. 2011. Sculpting Synchronous Learning Networks into Engines for Divergent Thinking, Role-Play and the Rehearsal of Praxis. Presented at the 2011 Information Fluency Conference, University of Central Florida, Orlando, Florida.