Mark Santolucito

211 AKW, Yale University – 06511 New Haven
+1 (413) 570 3116 • mark.santolucito@yale.edu
www.marksantolucito.com

Research Interests

Functional Reactive Programming, Program Synthesis, Verification, Computer Music

Education

Yale University **New Haven, CT**
Computer Science Ph.D. *2019 (Expected)*
Advisor: Ruzica Piskac

Yale University **New Haven, CT**
Computer Science M.S. *2013–2015*
Advisors: Paul Hudak†, Ruzica Piskac

Amherst College **Amherst, MA**
Computer Science B.A. & Music B.A., Cum Laude *2009–2013*
Advisors: Scott Kaplan, Jason Robinson

Geumgang University **Nonsan, South Korea**
Visiting Faculty *Feb 2016–Aug 2016*
Taught 3 courses in a mix of Korean and English; Intro to CS, Intro to OOP, and Computer Music; while continuing research with Ruzica Piskac remotely.

Washington University at St. Louis **STL, MO**
NSF REU *Summer 2011*
Worked with Prof. Caitlin Kelleher on building the web platfom for the educational visual programming language, Looking Glass.

Awards and Honors

Carle Fellow
Yale University *2014-2015*
Graduate School funding support provided by the Robert Willets Carle Scholarship Fund at Yale.

Travel Funding
Various
Travel Grants for attending the summer schools SSFT15, OPLSS2015, SAT/SMT2015; and conferences CAV2015, ICFP2015, POPL2016, CAV2016.

Best Undergraduate Thesis
Amherst College *May 2013*
Awarded to the student who, in the eyes of the Computer Science Department, has written the best Computer Science thesis of the graduating class.

Lerner Piano Prize
Amherst College *May 2013*
Awarded to the student who has achieved an exceptional level of ability and expressivity in the musical arts.

Copeland Commission
Amherst College *March 2013*
Collaborating with Prof. of Music Stephanie Robinson, to create a motion tracking sound-art installation for "Art in the Place of Art".

Pease Research Fellowship
Amherst College *Fall 2012*
In recognition and support of research in Representations of Media and Media Technology.

Service

Publicity Chair
Functional Art and Music Workshop (FARM) at ICFP 2016

Organizer
CAV 2015 Buddy System, CAV 2016 Buddy System

Reviewer
FARM 2016

Subreviewer
ESOP 2016, ICDCIT 2016, VSTTE 2015

Yale CS Social Leader
Organize the weekly CS socials in the department

Publications

⋆ Mark Santolucito and Ruzica Piskac. Version space learning for verification on temporal differentials, 2016. Poster at FMCAD Student Research Competition, 3rd Place Award.

Mark Santolucito, Ennan Zhai, and Ruzica Piskac. Probabilistic automated language learning for configuration files. In *International Conference on Computer Aided Verification (CAV)*, pages 80–87. Springer, 2016.

Mark Santolucito, Donya Quick, and Paul Hudak. Media Modules: Intermedia Systems in a Pure Functional Paradigm. In *Proceedings of International Computer Music Conference*, 2015.

Mark Santolucito and Ruzica Piskac. Using javascript as an intermediate language for FRP, 2015. Poster at ICFP Student Research Competition.

Mark Santolucito. Algorithmic composition with Euterepa, Jan 2015. Workshop at Monthly Music hackathon at Spotify.

Paul Hudak, Donya Quick, Mark Santolucito, and Daniel Winograd-Cort. Real-time interactive music in haskell. In *Functional Art and Music at ICFP*, 2015.

Mark Santolucito and Maria Hwang. Communalizing the interfaces of single player games, 2014. Extended abstract in Digital Games Research Association Conference.

⋆ Maria Hwang, Pantiphar Chantes, and Mark Santolucito. Raid the fridge!: Promoting healthy eating habits through the game Monster Appetitie, 2014. Poster at Games Learning and Society 10, Best in Show Award.

Mark Santolucito and Scott Payne. Simquabbin project: Game-based environmental science education in a virtual world, 2013. Poster at Games Learning and Society 9.

Kyle J. Harms, Jordana H. Kerr, Michelle Ichinco, Mark Santolucito, Alexis Chuck, Terian Koscik, Mary Chou, and Caitlin L. Kelleher. Designing a community to support long-term interest in programming for middle school children. In *Proceedings of the 11th International Conference on Interaction Design and Children*, IDC '12, pages 304–307, New York, NY, USA, 2012. ACM.