EMILY SALVADOR

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EDUCATION

June 2019	MIT Media Lab - Object Based Media, Cambridge, MA
	Candidate for MS in Media Arts and Sciences - June 2019
June 2016	Massachusetts Institute of Technology (MIT), Cambridge, MA
	BS in Computer Science and Music - June 2016 GPA: 4.5/5.0

RELEVANT EXPERIENCE

June 2017-	Universal Creative - Advanced Technology Interactive Group
August 2017	Programmer Designer Engineer
	Rapid prototyping mixed reality, integrated systems for video game IP
	Implementation scope includes software, hardware, and media.
January 2017-	Walt Disney Imagineering - Show Software Engineering
June 2017	Programmer Designer Engineer
	Designed experience mockups for pop-up interactive kiosks based off
	existing attractions and upcoming films
	Maintained and managed software development for interactive media
June 2016-	Walt Disney Imagineering - R&D Programmer Designer Engineer
December 2016	Developed computer vision tools with IR cameras and prototyped wearable
	electronic devices to interface with cameras
May 2015-	MIT CSAIL - Computational Fabrication Group Programmer Designer
June 2016	Developed a 3D modeling tool for designing and fabricating parameterized
	autonomous UAVs, DARPA Funded
June 2015-	MIT Media Lab - Tangible Media Group
June 2016	Animator Interaction Designer Programmer
	Designed new animation sequences and interactions for the Transform, a
	table with individually controllable pegs that creates 3D topographies
May 2014-	Harvard Medical School - Church Lab Researcher Programmer
May 2015	Created a genome analyzer, interpreter and online community/research
_	pool for complete genomic data and 23andMe data, NIH Funded

EXTRACURRICULARS

January 2015-	YouTube Channels Host Writer Animator Editor
Present	G1RLCODE - Inspiring young people (especially females) to learn to how
	to program in python
	Rules Girl - Animating quick, concise board game rules
	Tea with Teachers - Showcasing personalities and fostering community
	with MIT professors
August 2012-	Chorallaries(acapella group) President Treasurer Webmaster
August 2015	Managed group of 17 students in competition, tour, music videos, gig opportunities and concerts and mediating group conflict
	Handled \$10,000 in group finances, quarterly budget proposals, invoices

SKILLS

Technical Skills: Computer Vision, Computer Graphics, Interactive Design, Electronic Design, Laser Cutting, 3D Printing Programs: C++, Python, Java, HTML/CSS, Javascript, JQuery, C#, Unreal Engine, Unity, Max, Touch Designer, OpenGL,

OpenCV, Django, Solidworks, Rhino

Creative Skills: Animation, Concept Design, Music Composition

Programs: Adobe Creative Suite, Microsoft Office, Final Cut Pro, Keynote, Maya, Sibelius, Ableton Live