

EMILY SALVADOR

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EDUCATION

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

RELEVANT EXPERIENCE

August 2017-
Present **MIT Media Lab - Object Based Media Group Research Assistant**
Inventing inexpensive, autostereoscopic, 360-degree display system.
Designing interaction mechanisms for novel display technologies like
holographic displays and extremely high-resolution monitors.

June 2017-
August 2017 **Universal Creative - Advanced Technology Interactive Intern**
Rapid prototyped mixed reality, integrated systems for video game IP.
Implementation scope included software, hardware, and media.

January 2017-
June 2017 **Walt Disney Imagineering - Show Software Engineering Intern**
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-
December 2016 **Walt Disney Imagineering - Research and Development Intern**
Developed computer vision tools with IR cameras and prototyped wearable
electronic devices to interface with cameras.

May 2015-
June 2016 **MIT CSAIL - Computational Fabrication Group UROP**
Developed a 3D modeling tool for designing and fabricating parameterized
autonomous UAVs, DARPA Funded.

June 2015-
June 2016 **MIT Media Lab - Tangible Media Group UROP**
Designed new animation sequences and interactions for the Transform, a
table with individually controllable pegs that creates 3D topographies.

LEADERSHIP

August 2018-
Present **Institute Community and Equity Office Graduate Community Fellow**
Promoting campus-wide community, inclusion and diversity efforts at MIT.

February 2018-
Present **MIT Teaching Assistant**
Hacking Extended Reality | Oculus NextGen - Mentored students in Unity
and Unreal as they developed interactive narrative VR/AR projects.
Critical Worldbuilding - Creating presentations to supplement lectures.
Presenting developments in transmedia and physical experience design.

October 2017-
Present **MIT Media Lab - Open Oceans Initiative**
Connected Coral - Managed, designed and fabricated projection mapping
exhibit for MIT Museum using multiple projectors and complex geometries.
NOAA's Ocean Exploration Forum - Planning large conference workshops and
panels on the topic of Ocean conservation, storytelling and inclusivity.

SKILLS

Technical Skills: Computer Vision,
Computer Graphics, Interactive Design,
Electronic Design, Laser Cutting,
3D Printing, Rapid Prototyping

Programs: C++, C#, Python, HTML/CSS,
Javascript, Unreal Engine, Unity, Max,
Touch Designer, OpenGL, OpenCV, Eagle,
Solidworks, Fusion 360, Rhino

Creative Skills: Animation, Concept
Design, Music Composition, Conflict
Management, Public Speaking

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