

EMILY SALVADOR

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Currently Based in Seattle, WA

Product leader at the forefront of immersive computing and AI creativity. Driving innovative generative AI capabilities and 3D display experiences on the Google Beam team, with a focus on redefining human connection through high-fidelity telepresence and embodied interaction. Proven record of launching novel HW platforms, scaling creative tools, and driving go-to-market strategy across cutting-edge hardware and software ecosystems.

EXPERIENCE

Google, Google Beam - Senior Product Manager

July 2022 – Present

- Transformed Google Beam's go-to-market and events strategy, boosting product demos 10x (from 650 to 6500+) across 23 events, including 8 international engagements, and optimized operations with 40% less onsite support, contributing to 2025 presales and establishing Google Beam as a key innovation halo brand.
- Drove complex, cross-functional initiatives (UX, legal, BD, engineering, marketing) and influenced senior leaders, leading to major positive press at the [2024 Olympics](#) and our [Google Beam](#) platform reveal at Google I/O 2025.
- Spearheaded efforts to de-risk camera hardware and achieve high-fidelity image quality, while introducing new storytelling capabilities (3D recording & playback) and production filming capabilities.

Yahoo, RYOT Studios - Head of Product (Principal Product Manager)

July 2019 – June 2022

Head of Product for Yahoo's Immersive Platform, including people managing international team of 14 technical artists, PMs, designers and engineers through Apollo private equity acquisition.

- Invented a patent-pending cloud media production pipeline for 3D/2D content, powering procedural video experiences in Yahoo Fantasy and Yahoo Finance with up to 7.5M daily views (87% YoY growth).
- Defined core functionality for 3D creator platform used by 100+ creators, delivering experiences seen by millions.

MIT Media Lab, Object Based Media Group - Research Assistant

August 2017 – June 2019

Invented and [patented](#) inexpensive, autostereoscopic 360° display system with real-time shaders and computer vision-based interaction.

Walt Disney Imagineering & Universal Creative - Creative Technology Intern

June 2016 – August 2017

Built and launched interactive XR and computer vision-based prototypes and managed vendor final deliverables for theme park experiences, including Universal's Nintendo themed land (now open in JP & US).

LEADERSHIP

GLITCH - Co-Founder

January 2019 – Present

- Designed [AI fashion](#), datasets, and software, and promoting broader inclusion through AI creativity.
- Established partnerships and created curriculum with Nvidia, MIT and London College of Fashion.
- Hosted 12 workshops at universities and conferences teaching creative applications of GANs.

MIT Media Lab x Google - Lead Liaison

July 2022 – Present

- Identify and foster partnerships and collaboration between the MIT Media Lab and Google.
- Grew MIT Media Lab alumni community by 120%, by creating internal resources and hosting quarterly events.

EDUCATION

Massachusetts Institute of Technology (MIT)

MS in Media Arts and Sciences – MIT Media Lab GPA: 5.0/5.0

June 2019

BS in Computer Science and Music GPA: 4.5/5.0

June 2016