

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

July 2019-
Present **Verizon Media - Associate Product Manager**
Participating in APM program focusing on emerging technology like augmented reality and 5G.

January 2019-
Present **GLITCH - Co-Founder**
Designed AI x Fashion clothing, software and managing collaborations. Promoting inclusion and diversity through AI creativity.

August 2017-
June 2019 **MIT Media Lab - Object Based Media Group Research Assistant**
Invented inexpensive, autostereoscopic, 360-degree display system. Designed interaction mechanisms for novel display technologies like holographic displays and next-gen 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.

LEADERSHIP

August 2018-
June 2019 **Institute Community and Equity Office Graduate Community Fellow**
Promoting campus-wide community, inclusion and diversity efforts at MIT.

February 2018-
June 2019 **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-
June 2019 **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 - Planned large conference workshops and panels for 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, JS, Unreal Engine, Unity, Max, Touch Designer, OpenGL, OpenCV, Eagle, Solidworks, Fusion 360, Rhino

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

Programs: Adobe Creative Suite, Keynote, Maya, Sibelius, Ableton Live