

# EMILY SALVADOR

emilysalvador.com  
emilysa@mit.edu  
(772) 643-3128

## 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. Creating real-time AI-assisted characters.

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** - Planned 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, 3ds Max, Sibelius, Ableton Live