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**MARYYANN
LANDLORD**
Animator

SUMMARY

5 years experience in 3d Digital Animation & proficient knowledge of computer programming

EXPERIENCE

MOJO GAME STUDIOS - ANIMATION INTERN

SUMMER 2014 - PRESENT

Produced main character animations with 3Ds Max for first person,role-playing game Aderyn's Cradle. Worked on a team of programmers and artist for game Kickstarter in Summer 2015.

PROFESSOR ASSISTANT - ANIMATION & 3D MODELER

FALL 2013 - SPRING 2014

Collaborated on projects with Fine Arts professor Andrew Johnson involving film, animation, 3D modeling and visual design.

THE TARTAN - COMICS EDITOR & PHOTOGRAPHER

FALL 2013 - PRESENT

Provide photos for various campus events. Responsible for managing and creating comics, puzzles, and other art assets for Carnegie Mellon's student newspaper,The Tartan.

IVY EDUCATION- DESIGNER

SUMMER 2013

Designed logos and company website which assisted exchange students apply for colleges in United States.

EDUCATION

Carnegie Mellon University
CLASS of 2016
Major: Electronic Time Based Art

Notable Courses: Animation,
Experimental Animation,
Fundamentals of Programming
and Computer Science, Principles
of Imperative Computation

HONORS

-1st place Game
Creation Society
2013-2014
-TartanHacks Winner
-Pennapps
Hackathon Winner
-National Scholastic
Gold Key Winner

SKILLS

■■■■■ Maya
■■■■■ 3ds Max
■■■■■ CAD
■■■■■ Blender
■■■■■ Rhino
■■■■■ Adobe Suite
■■■■■ Objective C
■■■■■ Python
■■■■■ HTML5 & CSS
■■■■■ Open Processing
■■■■■ Photography
■■■■■ Calligraphy
■■■■■ Spanish,Chinese