MARYYANN LANDLORD
ANIMATOR

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SUMMARY: 5 years experience in 3d digital animation & proficient knowledge of computer programming

EXPERIENCE

DISNEY RESEARCH - DIGITAL ARTIST INTERN   summer 2015 - present

Produced a variety of digital assets, including animation, 3d modeling, motion graphics, and concept art for numerous research based projects.

CMU RESEARCH ASSISTANT - ANIMATION INTERN   summer 2015 - present

Created animations for CMU's HCI Articulab Chinese Alex project. Will present project in the World Economic Forum (Annual Meeting of the New Champions) in September 2015.

MOJO GAME STUDIOS - ANIMATION INTERN   summer 2014 - spring 2015

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

TEACHING ASSISTANT - ANIMATION & 3D MODELER   fall 2013 - spring 2014

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

IVY EDUCATION - DESIGN INTERN   summer 2013

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

EDUCATION

Carnegie Mellon University
CLASS of 2016

Major: Bachelor of Fine Arts
Electronic Time Based Media

Notable Courses:
Experimental Animation

Intro to Motion Capture

Fundamentals of Programming
and Computer Science

Principles of Imperative Computation

HONORS

AMC SIGGRAPH 2015
Student Volunteer

1st place CMU
Game Creation
Society

Art Garage Animation
Jam Participant

TartanHacks Winner

Pennapps
Hackathon Winner

Dean's List

SKILLS

Maya
Zbrush
Adobe Suite
Motion Capture
3ds Max
Rhino
Objective C
Python
HTML 5 & CSS
Photography
Calligraphy
Chinese