

MARYYANN LANDLORD

ANIMATION - RESEARCH - INTERACTION

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EDUCATION

University of Southern California

2016 - Present

MFA - Animation & Digital Arts

Carnegie Mellon University

2012 - 2016

BFA - Electronic & Time-based Media / Minor - Animation & Special Effects

PROFICIENCIES

Maya	Magic Leap
Zbrush	Hololens
Photoshop	Oculus Rift
AfterEffects	HTC Vive
Illustrator	C#
Unity	Python
	Html / CSS

EXPERIENCE

Fable Studio - AR Development Intern

Summer 2018

Established pipeline and programmed prototypes on Magic Leap in Unity. Experimented and ported existing "Wolves in the Walls" interactions into AR format. Created and cleaned motion capture data in Motion Builder. Developed story script for investor demo.

Hanson Robotics - Animator / Technical Artist

2017 - Present

Creating facial/gestural animations and rigs for Sophia, Hanson Robotics' fully interactive human robot driven by AI and chatscript. Collaborating with engineers to streamline web UI and animation pipeline. Assisting with live demos at conferences including CES.

USC Mobile Environmental Media Lab - Animator / Researcher

2016 - 2018

Created models, animation, and visual direction for various VR and AR projects (e.g. experimented with interactions in AR between digital characters and people). Supervised by Professor Scott Fisher. Worked closely with computer scientists and Interactive Media students from USC.

Disney Research - Digital Artist

2015 - 2016

Created animations, 3D models, and motion graphics for various research projects. Contributed to interactive projects presented at SIGGRAPH 2015 and GDC 2016. Coauthor of refereed paper "Designing Animated Characters for Children of Different Ages" presented at Interaction Design and Children 2016 conference.

CMU Articulab - Digital Artist / HCI Researcher

Summer 2015

Translated, animated, and designed Chinese version of CMU's HCI virtual peer learning project, Alex, in collaboration with Professor Justine Cassell. Showcased project at World Economic Forum in Dalian, China.

PROJECTS

MAAD (ADAM)- Software Developer

2017 - 2018

Mixed Reality experience focusing on blending the physical and virtual environment. Programming and designing project interactions using Unity and Vuforia. Assisting on creating various technical aspects of development pipeline involving Maya, Unity, and Hololens. Presented at Oculus Next Gen Symposium.

Yokai - Technical Artist Lead / Production & Interaction Designer

2016 - 2017

Interactive Mixed Reality experience that explores the relationship between players, digital characters, and their physical environment. Designed, modeled, rigged, and animated all visual assets in Maya.

Steelcase Virtual Design Workspace - Animator / 3D Modeler

2016 - 2017

VR design space aimed at exploring the future of collaborative design and production process. Created 2D and 3D assets for various prototypes where users interacted with physical furniture.