Maryyann Landlord

ANIMATION - RESEARCH - INTERACTION

EDUCATION

University of Southern California   2016 - 2019
MFA - Animation & Digital Arts

Carnegie Mellon University   2012 - 2016
BFA - Electronic & Time-based Media / Minor - Animation & Special Effects

PROFICIENCIES

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

EXPERIENCE

Fable Studio - AR Development Intern   Summer 2018

Established pipeline and programmed prototypes on Magic Leap in Unity. Experimented and ported "Wolves in the Walls" interactions into AR. Created and cleaned motion capture data in Motion Builder.

Hanson Robotics - Animator / Technical Artist   2017 - Present

Creating facial / gestural animations and rigs for Sophia, Hanson Robotic's 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 "Designing Animated Characters for Children of Different Ages" presented at Interaction Design and Children 2016 conference.

PROJECTS

Wetware - Co-Director / Art Director   2017- Present

MFA Thesis. 3D game about the interplay between AI ethics and consciousness. Co-directing conceptual elements in project. Responsible for design, modeling, animation, texture, and visual direction.

MAAD (ADAM)- Experience Designer / 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 apects of development pipeline involving Maya, Unity, and Hololens. Presented at Oculus Next Gen Symposium.

Yokai - Technical Artist / 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 - 3D Artist / Experience Designer   2016 - 2017

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