

MARYYANN LANDLORD

ANIMATION - RESEARCH - INTERACTION

maryyann.com
404-663-8146
mlandlor@gmail.com

EDUCATION

University of Southern California 2016 - present
MFA - John C. Hench Division of 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. Developing story script for investor demo.

Hanson Robotics - Animator / Technical Artist 2017 - present
Creating facial/gestural animations and rigs for Sophia, Hanson Robotics'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 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 fall 2017 - present
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.

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. Creating 2D and 3D assets for various prototypes where users interact with physical furniture.