

MARYYANN LANDLORD

ANIMATION - RESEARCH - INTERACTION

maryyann.com
404-663-8146
landlord@usc.edu

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	Hololens
Zbrush	Oculus Rift
Photoshop	HTC Vive
AfterEffects	C#
Illustrator	Python
Unity	Html
	CSS

EXPERIENCE

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.

USC Mobile Environmental Media Lab - Animator / Researcher 2016 - present
Creating models, animation, and visual direction for various VR and AR projects (e.g. experimenting with interactions in AR between digital characters and people). Supervised by Professor Scott Fisher. Working closely with computer scientists and Interactive Media students from USC.

Disney Research - Digital Artist Intern 2015 - 2016
Created content for various numbers of research projects involving animation, 3D modeling, and motion graphics. Contributed to interactive Disney Research 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 learning peer project, Alex, in collaboration with Professor Justine Cassell. Showcased project at World Economic Forum in Dalian, China.

PROJECTS

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 Director / Production 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 2016 - present
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.

Memory Slugs - Animator / 3D Artist 2015 - 2016
Explored multiplayer VR as platform to facilitate social interaction by encouraging multiple participants to verbally share their experiences. Modeled, rigged, and animated all 3D assets in Maya.