MARYYANN LANDLORD

ANIMATION - RESEARCH - INTERACTION

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EDUCATION

PROFICIENCIES

University of Southern California   2016 - present

MFA - John C. Hench Division of Animation & Digital Arts

Carnegie Mellon University   2012 - 2016

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

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 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 - 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   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 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 apects 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.

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.