ANA CAROLINA ESTARITA-GUERRERO

Immersive Experience Designer & Creative Technologist

EDUCATION

Animation and Digitals Arts MFA

USC School of Cinematic Arts,

Los Angeles, CA. May 2019

Visual Arts B.A.

Pontificia Universidad Javeriana.

Bogotá, Colombia. Oct 2012

SKILLS

UX Design

XR Design

Interaction Design

Projection Mapping

Visual Development

Motion Graphics

Animation

SOFTWARE

Unreal Engine 5

TouchDesigner

Cinema 4D

Maya

Adobe CC Suite

Figma

CONTACT INFORMATION

@   aestarita@gmail.com

☎   (323)685-9531

    Los Angeles, CA

    www.aestarita.com

RELEVANT EXPERIENCE

Creative Technologist, Mousetrappe   Nov'19-Apr'20

Worked alongside the VFX Director in day to day operations. Prototyped interactive previsualization tools for internal use and for clients such as Disney Imagineering and the Hudson Yards using the Raytracing available in UE4, Notch and Touchdesigner.

Content Innovation Associate, Sony Music   Jul-Nov'19

Designed and prototyped a virtual reality experience using Sony Music IP. Worked on research, visual development, asset creation and Implementation, iterating quickly in an Interactive VR experience using UE4. Demo-ed the experience to company executives and guest artists.

Projection Mapping Designer • Gallery Designer | Getty Unshuttered, J Paul Getty Museum   June'19

Designed and developed the projection mapping system used to run the emblematic "Getty Unshuttered", projecting in six buildings in a visual music show with more than 3000 attendes. Built a digital gallery show in the Getty Center, quickly prototyping and channeling museum curators and staff needs. Gave technical assistance and support during the 9 months the show was open to tens of thousands of attendees.

FEATURED PROJECTS

Experience Designer • Environment Designer | Vibration Group   Jun'20

Designed and implemented the digital experience components of the award winning immersive Opera "Vibration Group" featured in LACE, LACMA and LAAPFF among others. Created accessible user interfaces that expanded the world building and an interactive VR that was experienced by more than 300 people. Adapted the contents of the piece to a remote, interactive performance during the COVID-19 pandemic using Touchdesigner, Websocket, and streaming services like Zoom, Twitch, Youtube Live, etc.

Director • Experience Designer • Animator • Installation Artist | Circles of Care   May'19

Designed and developed an award winning interactive immersive installation using custom inputs to to gather information from the participants. Created a real-time animation system using TouchDesigner and Arduino and used projection mapping to create a "headset-less" immersive experience.

Experience Designer • Environment Artist • Installation Artist | MAAD- USC WBMLab   Aug'17-Dec'17

Designed and implemented virtual and physical environments for a Mixed reality interactive installation developed for Microsoft Hololens using the Unity Game Engine and Vuforia. Designed the user's spatial experience to integrate technology, creating an seamless experience for the participants. Built digital assets and physical fixtures.