

# ANA CAROLINA ESTARITA-GUERRERO

Immersive Experience Designer & Creative Technologist

## EDUCATION

### Animation and Digital 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

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## RELEVANT EXPERIENCE

### Jr. Creative Technologist, Mousetrappe

Nov'19-Apr'20

Supported the VFX Director in day to day operations. Prototyped interactive previs 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", a visual music show with more than 3000 attendees. Built a digital gallery show in the Getty Center, quickly prototyping and channeling museum curators and staff needs. Offered 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 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 a seamless experience for the participants. Built digital assets and physical fixtures.