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**MARYYANN
LANDLORD**
Animator

SUMMARY

5 years experience in 3d Digital Animation & proficient knowledge of computer programming

EXPERIENCE

MOJO GAME STUDIOS - ANIMATION INTERN

SUMMER 2014 - PRESENT

Produced main character animations with 3Ds Max for first person, role-playing game Aderyn's Cradle. Worked on a team of programmers and artist for game Kickstarter in Summer 2015.

PROFESSOR ASSISTANT - ANIMATION & 3D MODELER

FALL 2013 - SPRING 2014

Collaborated on projects with Fine Arts professor Andrew Johnson involving film, animation, 3D modeling and visual design.

THE TARTAN - COMICS EDITOR & PHOTOGRAPHER

FALL 2013 - PRESENT

Provide photos for various campus events. Responsible for managing and creating comics, puzzles, and other art assets for Carnegie Mellon's student newspaper, The Tartan.

IVY EDUCATION- DESIGNER

SUMMER 2013

Designed logos and company website which assisted exchange students apply for colleges in United States.

EDUCATION

Carnegie Mellon University
CLASS of 2016

Major: Electronic Time Based Art

Notable Courses: Animation, Experimental Animation, Fundamentals of Programming and Computer Science, Principles of Imperative Computation

HONORS

- 1st place Game Creation Society 2013-2014
- TartanHacks Winner
- Pennapps Hackathon Winner
- National Scholastic Gold Key Winner

SKILLS

- Maya
- 3ds Max
- CAD
- Blender
- Rhino
- Adobe Suite
- Objective C
- Python
- HTML5 & CSS
- Open Processing
- Photography
- Calligraphy
- Spanish, Chinese