

# MARYYANN LANDLORD

ANIMATION - RESEARCH - INTERACTION

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## 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 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 at World Economic Forum in Dalian, China.

## PROJECTS

**ADAM - Software Developer** fall 2017 - present  
Mixed Reality installation blending the physical and virtual environment through the use of physical textures and lights with digital assets. Programming with Unity and Vuforia. Assisting on creating various technical aspects of development pipeline involving Maya, Unity, and Hololens.

**Yokai - Technical Director / Production Designer** 2016 - 2017  
Mixed Reality experience using physical puzzles to advance a narrative through interactions with virtual characters. Designed, modeled, rigged, and animated all visual assets in Maya.

**Steelcase Virtual Design Workspace - 3D Artist** 2016 - present  
VR design space exploring the future of collaborative design and production process. Creating 2D and 3D assets for various prototypes where users interact with physical furniture in a virtual environment.

**Memory Slugs - Animator / 3D Artist** 2015 - 2016  
Multiplayer VR installation where two physically adjacent players share a common experience and collaborate through dialogue. Modeled, rigged, and animated all 3D assets in Maya.