

# 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'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 animations, 3D models, and motion graphics for various research projects. Contributed to interactive 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 aspects 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.