

Maryyann Landlord

ANIMATION - RESEARCH - INTERACTION

EDUCATION

University of Southern California
MFA - Animation & Digital Arts

2016 - 2019

Carnegie Mellon University

BFA - Electronic & Time-based Media / Minor - Animation & Special Effects

2012 - 2016

PROFICIENCIES

Magic Leap	Maya
Hololens	Zbrush
HTC Vive	Photoshop
Oculus Rift	AfterEffects
C#	Illustrator
Python	Unity
Html / CSS	Substance Painter

EXPERIENCE

Fable Studio - AR Development Intern

Summer 2018

Established pipeline and programmed prototypes on Magic Leap in Unity. Experimented and ported "Wolves in the Walls" interactions into AR. Created and cleaned motion capture data in Motion Builder.

Hanson Robotics - Animator / Technical Artist

2017 - 2019

Created facial / gestural animations and rigs for Sophia, Hanson Robotics' fully interactive human robot driven by AI and chatscript. Collaborated with engineers to streamline web UI and animation pipeline. Assisted with live demos at conferences including CES.

USC Mobile Environmental Media Lab - Animator / Researcher

2016 - 2018

Created models, animation, and visual direction for various VR and AR projects (e.g. experimented with interactions in AR between digital characters and people). Supervised by Professor Scott Fisher. Worked 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 "Designing Animated Characters for Children of Different Ages" presented at Interaction Design and Children 2016 conference.

PROJECTS

Wetware - Co-Director / Art Director

2017- Present

MFA Thesis. 3D game about the interplay between AI ethics and consciousness. Co-directing conceptual elements in project. Responsible for design, PBR texturing, and visual direction. Led and collaborated on modeling and animation.

MAAD (ADAM)- Experience Designer / Software Developer

2017 - 2018

Mixed Reality experience focusing on blending the physical and virtual environment. Programmed and designed project interactions using Unity and Vuforia. Assisted on creating various technical aspects of development pipeline involving Maya, Unity, and Hololens. Presented at Oculus Next Gen Symposium.

Yokai - Technical Artist / 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 - 3D Artist / Experience Designer

2016 - 2017

VR design space aimed at exploring the future of collaborative design and production process. Created assets and experience designs for various prototypes where users interacted with physical furniture.