Gwendolyn Clark

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WORK EXPERIENCE

Walt Disney Imagineering   **Nov. 2023 – Present**
Media & Art Pipeline Developer   *Glendale, CA*
- As a Media & Art Pipeline Developer, I was assigned to various projects to assist them in solving their digital content creation-focused software challenges.
- Created interactive previsualizations in Unreal Engine 4 and 5; staging content in Maya and MotionBuilder.
- Built multiple custom material assets in Unreal Engine 5 and levels with full dynamic spatialized audio.
- Rendered several movie sequences out of Unreal, including panoramic and tiled renders.

Electronic Arts   **Jun. 2020 – Mar 2023**
Senior Experience Designer   *Pasadena, CA*
- Implemented multiple UI systems, components, and interfaces for Battlefield Mobile in Unreal Engine using UMG and scripted UI functionality in Blueprint
- Created animations using Unreal Engine's sequencer and created multiple custom material assets
- Created Python scripts for the Unreal Engine editor to improve the art pipeline
- Trained and on-boarded new UX department team members with Unreal Engine, Perforce

Walt Disney Imagineering   **May 2016 – Sep 2019**
Associate Pipeline Engineer   *Glendale, CA*
- Built plugins using Python for Autodesk applications, including Maya and MotionBuilder
- Wrote scripts in Python, C#, and Bash to automate the digital production pipeline further
- Assisted in the maintenance of the Walt Disney Imagineering render farms via Deadline and helped manage the render farm regarding render length and priority
- Solved issues with digital content creation software, such as missing dependencies or technical errors

EDUCATION

University of Southern California   **Aug, 2015**
Game and Interactive Media Design (M.F.A.)   *Los Angeles, CA*
- Graduated *magna cum laude*; 3.74/4.0 GPA
- Served as a Senator on the Senator on the USC Graduate Council

SKILLS

C#, CSS, Javascript, Lua, HTML, Python, PHP, MySQL
Unity, Unreal Engine, Optitrack Motive, Phasespace
Maya, MotionBuilder, Deadline, Shotgun
Adobe After Effects, Photoshop, Premiere Pro, TouchDesigner,
Access, Confluence, Excel, Git, Jira, Microsoft Office, PyCharm, Skype, Slack, Perforce, Windows, Linux, OSX, iOS