

# Gwendolyn Clark

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## EXPERIENCE

### Media & Art Pipeline Developer | Walt Disney Imagineering

November 2023 - Present, Glendale, CA

- Specializing in digital pipeline tools development for 3D content creation utilizing Python.
- Creates theme-park visualizations for stakeholder reviews for a wide array of target devices from Virtual Reality (VR) to large-format displays.
- Engages with designers and artists to gather requirements for improving the Digital Content Creation Pipeline.
- Builds custom materials, Unreal editor utility tools, and designs levels within Unreal with spatialized audio utilizing Unreal Engine's MetaSounds.

### Senior Experience Designer | Electronic Arts (Industrial Toys)

June 2020 - March 2023, Pasadena, CA

- Implemented multiple UI systems, components, and interfaces for Battlefield Mobile in Unreal Engine using Unreal Motion Graphics (UMG).
- Scripted complex UI behavior using Unreal Blueprints to create everything from animations to UI tooltips to event queues.
- Created animations using Unreal Engine's sequencer and material editor; created multiple custom material assets, including a high-performance blood splatter system and materials to drive the game's start button animation and animations for key UI rewards.
- Created Python scripts for the Unreal Engine editor to improve the art pipeline, such as quickly importing and replacing assets.
- Trained and onboarded new UX department team members with Unreal Engine and Perforce.

### Associate Pipeline Engineer | Walt Disney Imagineering

May 2016 - September 2019, Glendale, CA

- Built plugins using Python for Autodesk applications, including Maya and MotionBuilder.
  - Imported, cleaned, and characterized motion capture performances into both Unity and Unreal projects.
  - Maintained, updated, and calibrated a Cave Automatic Virtual Environment (C.A.V.E.) for Virtual Reality reviews and tours
  - Led several motion capture recording sessions with both Optitrack and Vicon marker-based capture systems.
  - Solved issues with post-shoot motion capture recording in both Motion Builder and Vicon Blade.
  - Assisted in the maintenance of the Walt Disney Imagineering render farm via Deadline and helped manage render job priority and troubleshoot job failures.
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## EDUCATION

### M.F.A. - Game and Interactive Media Design | University of Southern California

Los Angeles, CA, 2015

- Served as a Senator on the USC Graduate Council.
- Graduated Magna Cum Laude.

### Bachelor of Science in Applied Computing | University of Arizona

Tempe, AZ, 2011

- Graduated Magna Cum Laude
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## SKILLS

Game Development, Virtual Reality, UI/UX Design, C#, CSS, JavaScript, Lua, HTML, PHP, MySQL, Python

Adobe Creative Cloud, TouchDesigner, Unity, Unreal Engine, Optitrack Motive, Phasespace, Vicon Blade

Autodesk Maya, Autodesk MotionBuilder, Deadline, Autodesk Shotgun/Flow, Confluence, Excel, Git, Jira, Office 365, Slack, Perforce, Windows, Linux, OSX, iOS

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