

# CLAYTON KRAUSE

Enterprise 3D Pipeline Architect

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## SUMMARY

Enterprise 3D pipeline architect focused on CAD + PLM ingestion and OpenUSD publishing. I design and operate systems that turn engineering source data into deterministic, reusable product archives for regeneration, automation, and multi-DCC consumption.

## CERTIFICATION

NVIDIA Certified OpenUSD Developer (OpenUSD Development Professional)

## CORE CAPABILITIES

- CAD + PLM ingestion, identity mapping, product definition normalization
- OpenUSD assembly authoring: composition, metadata contracts, deterministic regeneration
- Houdini Solaris + PDG orchestration; service integration (Python, SQL, schedulers)

## EXPERIENCE

Trek Bicycle

**Lead Technical Artist** | 2022 – Present

- Own CAD + PLM → OpenUSD publishing system and authoring standards for digital-twin workflows
- Build CAD-host extraction for assembly structure, transforms, and configuration state
- Integrate PLM identity + lifecycle context for deterministic naming, traceability, and publishing
- Orchestrate translation and publishing via Solaris + PDG with Pixyz/SQL & scheduler integrations

Johnson Health Tech

**3D Production Manager** | 2018 – 2022

- Led 3D production delivery and increased throughput through workflow standardization and tooling

Johnson Health Tech

**Sr. 3D Artist / 3D Artist** | 2014 – 2018

- Delivered product visualization assets and reduced manual overhead through tooling improvements

## TECHNICAL

OpenUSD (composition, variants, metadata), pxr API, Python, Houdini (Solaris, PDG), SQL/SQL Server, Pixyz, Onshape REST API, SolidWorks API (C#). Unreal Engine (foundational) + C++ (foundational), Cinema4D, Maya (prior).

## AWARDS

- Trek Innovation Award (2024) – Digital Factory
- Trek President's Award (2024) – Madone Launch
- Trek Innovation Award (2022) – 3D Operations Launch