Clayton Krause | **claytonkrause.com** | krause3d@gmail.com
Madison, Wisconsin

Technical Pipeline Architect – Digital Product Systems

Technical pipeline architect specializing in CAD → USD workflows, digital product infrastructure, and 3D visualization for engineering and product use cases. Over a decade building scalable visualization and data pipelines within enterprise manufacturing environments. Skilled at aligning engineering, product, and leadership groups around systems that improve accuracy, speed, and downstream usability.

Experience

Lead Technical Artist — Trek Bicycle Corp — trekbikes.com | 4/22 — Current
- Architected enterprise CAD → USD pipeline powering visualization workflows across engineering, product, and leadership teams
- Designed product data infrastructure supporting real-time and offline rendering environments, tied to engineering assemblies and PLM metadata
- Improved pipeline efficiency and output capacity by standardizing CAD ingest and automating recurring workflows, reducing manual prep time and eliminating bottlenecks

3D Production Manager — Johnson Health Tech — matrixfitness.com | 7/18 — 3/22
- Built and led a 3D operations team supporting product visualization and engineering workflows for one of the world's largest commercial fitness manufacturers
- Established standards, SOPs, and tooling to scale output quality and efficiency
- Partnered with engineering and product to align visualization accuracy with mechanical reality

Sr. 3D Artist / 3D Artist — Johnson Health Tech — matrixfitness.com | 6/14 — 7/18
- Developed visualization assets supporting engineering and product storytelling
- Contributed to early workflow foundations that evolved into formalized production infrastructure

Education

University of Wisconsin Stevens Point | 2010 — 2014
Computer Science & Media Production

Software & Languages

Houdini, VEX, Python, USD, PySide, C#, Maya, Solidworks, Onshape, Pixyz, SQL, Blender, Unreal Engine, Adobe CC, git