

Clayton Krause | Technical Artist | claytonkrause.com

krause3d@gmail.com

Software & Languages

Houdini; VEX, Python, PySide, C#, Maya, Solidworks, Onshape;

Experience

Lead Technical Artist — Trek Bicycle Corp — trekbikes.com 4/22 — Current

Responsible for team CAD to USD pipeline, supporting both offline and real time rendering (WebGL). Responsible for custom infrastructure, workflows and systems.

3D Production Manager — Johnson Health Tech — matrixfitness.com 7/18 — 3/22

Managed a small cross-functional team of 3D Artists. Responsible for custom infrastructure, SOPs, workflows and systems.

Senior 3D Artist — Johnson Health Tech — matrixfitness.com 10/15 — 7/18

Created high-production value animations and renderings to support the product storytelling effort at the company.

3D Artist — Johnson Health Tech — matrixfitness.com 6/14 — 10/15

Created high-production value animations and renderings to support the product storytelling effort at the company.

Education

University of Wisconsin Stevens Point — 2010 — 2014

Digital Communications,

Computer Science — uwsp.edu