Garrett Clark linkedin.com/in/garrettwclark | garrettwclark.com

Beverly Hills, California, 90212

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Skills

- C#, CSS, Java, Javascript, Lua, HTML, Python, PHP, MySQL
- Unity, Unreal Engine 4, Unreal Engine 5, Optitrack Motive, Phasespace
- Autodesk Maya, Autodesk MotionBuilder, 3ds Max, Blender, Deadline, Shotgun
- Adobe After Effects, Final Cut Pro, Adobe Photoshop, Adobe Premiere Pro, Nuke, TouchDesigner, Houdini., Figma, Zoom, Teams, Google Meet
- Access, Confluence, Excel, Git, Jira, Microsoft Office, PyCharm, Skype, Slack, VMWare, Perforce, Windows, Linux, OSX, iOS, Android, Qumulo

Work Experience

Electronic Arts
Senior Experience Designer | December 2022 - March 2023
Technical Experience Designer | June 2020 - December 2022

- Implemented multiple UI systems, components, and interfaces for Battlefield Mobile in Unreal Engine 4 using (Unreal Motion Graphics) UMG and scripted UI functionality in Blueprint
- Created animations using Unreal Engine 4's Timeline and authored multiple custom UI materials
- Wrote Python and Bash scripts for the Unreal Engine editor to improve the art pipeline
- Trained and onboarded new UX department team members with Unreal Engine, Perforce, Jira, and other software.
- Documented UX standards for mobile game development

Walt Disney Imagineering
Associate Pipeline Engineer | May 2016 - September 2019

- Created previsualizations for attractions in Autodesk Maya and MotionBuilder and built interactive previsualizations in both Unity and Unreal 4
- 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

IndieCade
Senior Web Developer | May 2012 - May 2016

- Responsible for all significant site and infrastructure updates and maintenance.
- Created a responsive website using HTML5, CCS3, and Javascript

Education
Master's Degree - Interactive Media and Game Design | University of Southern California - 2015