

# Mary E. Clarke, Ph.D.

## Production Artist | Content Developer | Social Scientist

*Visualizing global research, data analytics, and human behavioral insights*

With a proven ability to engage global communities and to both develop and maintain client relationships, Mary navigates diverse perspectives, collaborates effectively across teams, and delivers visual media that is both timely and transformative. She is an adept, multi-disciplinary artist with expertise in translating qualitative and quantitative datasets into impactful visual media that offers insightful understandings of human experience.

Employing agile methodologies and intelligent workflows, she maintains organization and quality across multiple projects, while also making her progress accessible to clients and collaborators. She has an exceptional eye for detail and vast background as a production artist, having worked in numerous markets—from entertainment, fashion, and cosmetics to higher education, publishing, and enterprise industries. Her problem-solving approach and paired, actionable solutions not only transform teams, but generate competitive advantages and improve customer retention.

## Areas of Expertise

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- Collaborative Teams
- Client Relationships
- Synthesizing Feedback
- Time Management
- Organization
- Communication
- Agile Tools: Jira and Mural
- Adobe InDesign, Photoshop and Illustrator

## Professional Experience

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### Research Specialist, Digital Initiatives

*Getty Research Institute* | Los Angeles, CA | 2022 – 2024

Contributed to a comprehensive digital publication, [the Digital Florentine Codex \(DFC\)](#), that captivates diverse cultural and technical audiences through an integration of art, language, culture, and history. This initiative empowers global stakeholders and multilingual communities by making priceless knowledge accessible, marking a significant milestone in knowledge sharing.

#### *Key Achievements:*

- Visually analyzed 2,446 pages of text and 2,472 images in order to identify the hands of individual contributors, finding that [a total of 9 scribes and 19 artists produced the Florentine Codex](#).
- Created and implemented a metadata strategy for the Digital Florentine Codex and established paradata to ensure its longevity and digital preservation.
- Employed machine learning technologies to automate preflighting workflows for large visual and multilingual datasets within and between collaborative platforms, which accelerated individual contributions as well as collective deliverables.
- Streamlined workflows for Getty and its corporate partners' as they contribute to Getty Vocabularies by providing a FilemakerPro database and user guidelines.

### Anthropological Archaeologist

*San Bartolo-Xultun Project* | Guatemala City, GT | 2012 – 2022

Built, organized, and scaled international teams of diverse stakeholders for cultural heritage initiatives, leveraging archaeological and heritage investigation, data analysis, and descendant collaboration to generate new knowledge that connects present peoples to their ancestral past.

#### *Key Achievements:*

- Led 50–200 team members organized across multiple initiatives within a live-work, field-lab research environment, ensuring adherence to correct methods and protocols.
- Educated and mentored students and team members, while also maintaining alignment with submitted proposals, thereby fostering individual growth, and tracking timely progression across all project initiatives.
- Designed and directed end-to-end research funded by the National Science Foundation to investigate ancient consumers and their behaviors within a centralized, state-managed marketplace.

## Archaeological Illustrator

*Various Archaeological Projects* | Belize, Guatemala, and Mexico | 2011 – 2019

Worked as a highly sought after archaeological illustrator for projects in the Maya area, including Proyecto Arqueológico Regional San Bartolo-Xultun, Proyecto Arqueológico Regional Holtun, Proyecto Arqueológico El Zotz, and the Maya Research Program, Blue Creek, Belize.

### Key Achievements:

- Produced scaled illustrations of on-site contexts such as architectural, deposits, and burials, among others, as well as small finds, which formed the primary record for these contexts prior to the integration of photogrammetric and scanning tools.
- Collaborated with specialists on documented content, incorporating reviews and feedback to improve illustrations.
- Converted field drawings into final files for projects that were suitable for various outlets, such as presentations, grant and government reports, and printing in books or journals.
- Incorporated field notes, archaeological data, and various forms of documentation to create hypothetical reconstructions, pioneering the integration of in-field scanning, 3D modeling, and GIS topographic data for comprehensive visualization.

## Production Artist and Art Editor

*Taylor & Francis Group* | Boston, MA | 2015 – 2019

Responsible for the art production and overall style of essay illustrations for a peer-reviewed, global academic journal, *Journal of Field Archaeology*, a Taylor & Francis publication.

### Key Achievements:

- Communicated with authors, copy editors, and typesetters to maintain production schedule, a workflow aided by project management tools, such as Trello and Jira.
- Collaborated with global scholars on diverse datasets to visually communicate science while also editing a wide-range of file types, using ESRI, Adobe CS, and other software packages.
- Established an avenue for publishing 3D models, videos, and geospatial data, among other digital datasets, as figures for T&F publications, which resulted in a 56% increase in the publications impact factor.

## Additional Experience

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### Lecturer

*Boston University* | 2022

### Lecturer

*CSU Long Beach* | 2021

### Lecturer

*UC Santa Barbara* | 2021

### Professor

*SCAD* | Savannah, GA | 2020

### Freelance Make-up Artist

*Celebrity, Fashion, & Film* | Los Angeles, CA & New York, NY | 2003 – 2020

## Education

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Ph.D. Anthropological Archaeology, *summa cum laude*

*Boston University* | 2020

B.F.A. Art History and Illustration, *magna cum laude*

*Savannah College of Art & Design* | 2013

## Additional Materials

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[Communication Portfolios](#)

[Archaeological Illustration Portfolio](#)

[Academic CV](#)

[Honors & Awards](#)