

JOSH LANGE 3D ANIMATOR

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OBJECTIVE

To work with a team to create memorable scenes and moments for animated feature films.

SKILLS

·Character animation (keyframing and motion capture editing/processing); facial and prop animation; motion capture acting; storyboarding; Maya, MotionBuilder; Photoshop

EXPERIENCE

2/05-Present: ROCKSTAR GAMES – San Diego

Senior Animator, *Red Dead Redemption*

·Processed and polished animations for player and ambient characters (focus on player firearm animations and ambient gestures/overall animations); keyframed in-game facial animations; cutscene animation; cutscene effects implementation; performed ambient character motions; directed actors during select motion capture sessions

Lead Animator, *Discontinued Project*

·Pre-production planning; scheduling; Move Lists; design documents and wiki pages
·Created proof-of-concept videos; helped develop and research animation technology prototypes

Lead Cutscene Animator, *Midnight Club: Los Angeles/South Central DLC*

·Worked directly with Rockstar's head Animation Director to establish character blocking, camerawork, and character animation refinement on mocap shoots and in cutscenes
·Established cutscene pipeline; tracked deliverables and overall progress of cutscenes; processed and edited character motion capture; assembled all cutscene elements; made final pass on 3rd party facial animation files; performed and processed select crowd animations at in-house mocap studio; worked with programmers and edited cutscene scripts; set up video-capturing pipeline for reviewing progress
·Animated all cameras for prerace, pulled over/arrested, and winning/losing a car scenarios
·Collaborated with art department on set design and art direction
·Edited mocap and keyframed character driving animations and cutscene gestures
·Wrote best practices and post-mortem documents
·MC:LA received a 2008 Video Game Award nomination for "Best Racing Game"
·Oversaw animation responsibilities for *Midnight Club: South Central* downloadable content (DLC)

Animator, *Rockstar Games Presents: Table Tennis*

·Edited mocap and keyframed character animations for various swings and gestures
·RGP:TT received a 2006 Video Game Award nomination for "Best Sports Game"

1/02-2/05: STUDIO GIGANTE – Chicago

Animator/Animation Tuner/Script Editor, *Wrestlemania 21* and *Tao Feng: Fist of the Lotus*

·Worked under lead designer to set up cameras, facial animation, sound effects, and particles
·Edited mocap and keyframed character and cutscene animations; keyed all cutscene lip synch

EDUCATION

9/00-6/01: The Vancouver Film School

·One of three students offered extension scholarship; student film played in international festivals
·Animated and storyboarded one commercial and two promo shorts for the L.A.I.S.F.F.

9/99-6/00: The Evergreen State College

·Awarded TESC Foundation Scholarship; attended film/screenwriting classes