

JOSH LANGE - Visualization Artist

www.JoshLange.com

(760) 855-6626

Visualization artist and animator with a diverse, sixteen-year background working on acclaimed film, VR, and AAA video game projects. Seeks position as previs or layout artist or supervisor in the film industry.

Skills

Character animation, virtual cinematography, storytelling, and storyboards/traditional art. Supervisor and lead experience on previs teams up to twelve people, on feature films and commercials. Software knowledge: Maya, Photoshop, After Effects, Premiere

Work experience

The Third Floor, inc. – Los Angeles, CA

7/2017-2/2018, 9/2010-5/2013

Previsualization Artist, Postvisualization Artist, Techvisualization Artist

Maya keyframe facial and character animation, camera and lighting. After Effects compositing and roto; tracking with PFTrack. Created techvis documentation and diagrams and videos to help VFX supervisor with shooting. Gave a "Learn at Lunch" lecture about mocap editing. Served as a remote Previs Mentor through a partnership with Escape Studios.

Day For Nite - Los Angeles, CA

5/2017-6/2017

Previsualization Artist, Techvisualization Artist

Developed techvis tools and created videos and diagrams for VFX supervisor.

Proof, inc. – Los Angeles, CA

5/2013-4/2017

Previsualization Supervisor, Previsualization Lead, Previsualization Artist, Postvis Artist

Target: supervised a previs team of nine for five thirty-second commercials and a five-minute musical short film, all completed in six weeks. Fate of the Furious: led a previs team of twelve for four months on a \$1BN feature film. The Predator: led a team of five and worked face-to-face with director in production meetings; stepped in as previs supervisor for two weeks. Honda: led a previs team of four to create five thirty-second TV spots in under two weeks. Oculus Rift: led a team of four to produce a VR demo. After Effects compositing and roto; tracking with Syntheyes.

Rockstar Games – San Diego, CA

4/2005-9/2010

Lead Cutscene Animator, Senior Animator, Animator

Led, recorded, and performed for cutscene mocap shoots (OptiTrack). Character, creature, prop and facial keyframe in-game animation and mocap editing. Worked directly with studio's head animation director on some cutscene mocap shoots. Cutscene animation support.

Studio Gigante – Chicago, IL

1/2002-2/2005

Animator, Script Editor

Keyframe and mocap anim. Worked with CEO/Lead Designer on cam setup, SFX and particles.

Projects

Films: Marvel's The Avengers, X-Men: Days of Future Past, Godzilla, Star Trek Beyond, The Predator, The Fate of the Furious, Furious 7, 300: Rise of an Empire, Night at the Museum 3, The Maze Runner, Teenage Mutant Ninja Turtles, Divergent, Bright, Gods of Egypt, Jack the Giant Slayer (all upcoming films are confidential)

Commercials: Target, Honda, Pepsi Super Bowl Halftime, TurboTax Super Bowl, Discover, Clash of Clans, Nissan, Kia, Julius Baer

Video Games: Red Dead Redemption/Undead Nightmare, Midnight Club: Los Angeles/South Central, Rockstar Games Presents: Table Tennis, Wrestlemania 21, Tao Feng: Fist of the Lotus

Miscellaneous: Despicable Me: Minion Mayhem Theme Park Ride, StubHub Oculus Rift VR

Project Awards

Visual Effects Society (VES) Awards: Outstanding Visual Effects (VFX) in a Special Venue Project (Despicable Me: Minion Mayhem); Annie Awards: Best Animated Special Production (Despicable Me: Minion Mayhem); Game of the Year 2010 (Red Dead Redemption); Best Downloadable Content 2010: (Red Dead Redemption: Undead Nightmare)

Project Nominations

VES Awards: Outstanding VFX in a Feature (Furious 7); VES Awards: Outstanding VFX in a VFX-Driven Feature (X-Men: Days of Future Past); Academy Awards: Best VFX (X-Men: Days of Future Past); Academy Awards: Best VFX (Marvel's The Avengers); Annie Awards: Best Live Action VFX (Marvel's The Avengers); Video Game Awards: Best Sports Game (Midnight Club: LA, Table Tennis)

Hobbies/Extracurricular

Traditional art, oil painting, screenwriting, martial arts, stand-up comedy.

Education

The Vancouver Film School 9/2000-6/2001

3D Animation and VFX Class of 28. Graduated with Certificate of Recommendation. Received festival extension scholarship; film played in international festivals. Animated and storyboarded a commercial and two promos for the Los Angeles International Short Film Festival.

Evergreen State College 9/1999-6/2000

Received TESC Foundation Scholarship. Attended psychology, Chinese film, and screenwriting courses. Ad Designer for the college newspaper. Interviewed "The Simpsons" creator and college alum Matt Groening for the school paper, upon his visit for the commencement speech