

JOSH LANGE

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CAREER PROFILE

Previs Supervisor and Senior Animator with ten years of previs production experience on feature films, episodic, commercials, VR, and rides using 3D Animation and filmmaking methods, plus over eight years experience in video game cutscenes and in-game animation. Team-oriented, I help creative companies tell the stories they want by enriching their staff with sophisticated storytelling methods, increased animation quality and morale, strong communication, and improved productivity via training and documentation of best practices.

Core competencies: Previs (Shot Design, Camera, Storyboarding, Lighting, Modeling, Texturing); Postvis (Compositing, Camera Tracking, Rotoscoping); Layout; In-game Cinematics and Cutscenes; Character Animation; Client-facing; Animation Direction; Art Direction; Motion Capture Cleanup, Direction, and Performance (Optitrack); Tracking deliverables; Documentation; Employee Evaluations; Testing Rigs; Screenwriting and Storytelling; Script Editing

Software/Hardware: Maya; After Effects; PFTrack; Photoshop; Premiere; Shotgun; Perforce; Alienbrain; Google Docs; Microsoft Office, Word, and Teams; Motionbuilder; Syntheyes; Windows and Linux systems

CAREER HIGHLIGHTS

- Managed twelve-person teams on two tentpole films (*Fate of the Furious* for Universal Pictures and one undisclosed)
- Leadership and animation roles at VFX Studio Pixomondo on two 'Outstanding Special Visual Effects' Emmy-nominated series (*The Orville*, *Star Trek: Discovery*)
- Artist and Animator on two \$2B films, four \$1B films, four 'Best Visual Effects' Academy Award nominees, two 'Outstanding Special Visual Effects' Emmy nominees, a 'Game of the Year' award winner, a VES award-winner for 'Outstanding Visual Effects in a Special Venue Project,' and nominees for 'Best Racing Game' and 'Best Sports Game' (title names available upon request)

PROFESSIONAL EXPERIENCE

MPC/TECHNICOLOR PRE-PRODUCTION Culver City, CA 5/2019 to 4/2020

International VFX studio known for award-winning films like *1917* & *The Lion King*, with an L.A. visualization department.

Visualization Supervisor (Previs & Postvis)

Led twelve-person team to exceed client's delivery and quality expectations on an undisclosed high-profile project for a major studio. Remotely supervised a four-person team, trained artists, asset Art Direction, Animation Direction, helped build and grow the department via recruiting efforts, tools development, and standardized best practices with documentation. Advertising Previs Artist for Best Buy campaign.

PIXOMONDO Los Angeles, CA 3/2018 to 3/2019

International VFX studio known for the dragons in *Game of Thrones*, and sci-fi shows *The Orville*, *Star Trek: Discovery*, and *Westworld*.

Previs Lead, Layout Supervisor, Animator

As Previs Lead, Layout Supervisor, and Animator on Emmy-nominated *The Orville* season two: trained and managed eight-person Previs team, Previs asset Art Director, translated scripts into previs shots, storyboarded, taught Previs team Layout process for converting files for the final VFX pipeline, final animation. Senior Previs Artist on Emmy-nominated *Star Trek: Discovery* season two.

THE THIRD FLOOR, INC. Los Angeles, CA 9/2010 to 3/2013, 7/2017 to 2/2018

International visualization studio known for franchises like *Game of Thrones*, *Star Wars*, and the Marvel Comics films.

Senior Previs Artist, Postvis Artist

Visualization Artist on over twenty various projects, including *Avengers: Infinity War*, *Endgame*, *Deadpool 2*, *X-Men: Days of*

Future Past, *Godzilla*, and the *Despicable Me: Minion Mayhem* theme park ride. Documented and co-designed postvis deliverables.

PROOF, INC. Los Angeles, CA 6/2013 to 2/2017

Multi-award winning international visualization company known for projects like the *Fast and Furious* series.

Previs Supervisor, Previs Lead

Led teams on multiple commercials, including as Supervisor for Target's holiday campaign that involved five commercials and a mini-musical. Previs Lead on twelve-person team for *Fate of the Furious*; Lead Previs Artist on Oculus Rift VR project.

ROCKSTAR GAMES - SAN DIEGO Carlsbad, CA 4/2005 to 9/2010

AAA video game studio known for best-selling 'Game of the Year' award-winners *Grand Theft Auto* and *Red Dead Redemption*.

Lead Cuts scene Animator, Senior Animator

As Senior Animator on *Red Dead Redemption*: character animation (keyframe animation and motion capture); directed motion capture shoots, mocap performance (OptiTrack); collaborating with programmers to set up gameplay and ambient beat animations. As Lead Cuts scene Animator on *Midnight Club: Los Angeles*: directed mocap shoots; established cuts scene pipeline; assembled scenes; polished facial mocap; edited scripts for programmers; collaborated with art dept. on art direction and set design; tracked deliverables.

EDUCATION • TEACHING

LOYOLA MARYMOUNT UNIVERSITY Playa Vista, CA 11/2019
Previsualization panel member for an event hosted by the LMU Animation Club.

ESCAPE STUDIOS Santa Monica, CA 2/2011
Chosen to mentor an Escape Studios student while she was a previs intern at The Third Floor, inc.

VANCOUVER FILM SCHOOL Vancouver, BC 8/2001
Certificate of Recommendation, 3D Animation and Visual Effects

Received festival extension scholarship. Student film played in several international film festivals. One of three students awarded a contract to create a commercial and promotional shorts for the Los Angeles International Short Film Festival.

EVERGREEN STATE COLLEGE Olympia, WA 6/2000

Awarded the Evergreen State College Foundation scholarship. Ad Designer for the school paper *Cooper Point Journal*. Attended Psychology, Chinese Cinema, and Screenwriting courses, and studied in the computer graphics lab.

REFERENCES

MARK AUSTIN · Layout Artist at Netflix, former Supervising Animator at Walt Disney Animation Studios

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KIRK CUMMING · Lead Animator at Rockstar Games - San Diego

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