

JOSH LANGE

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CAREER PROFILE

Previs/Postvis Supervisor and Senior Animator with ten years of previs production experience on feature films and other formats using 3D Animation and filmmaking methods, and eight years of prior video game cutscene and in-game animation experience. Trained, led, and managed teams of Previs and Postvis Artists and Animators from two to twelve people.

Core competencies: Previs (Shot Design, Camera, Storyboarding, Lighting, Modeling, Texturing); Postvis (Compositing, Camera Tracking, Rotoscoping); Layout; In-game Cinematics and Cutscenes; Character Animation; Interfacing and collaborating with Directors and clients; Animation Direction; Art Direction; Motion Capture Cleanup, Direction, and Performance (Optitrak); Tracking deliverables; Documentation; Rig Testing; 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

- Led twelve-person teams of Animators and Artists on two tentpole films for major studios
- Worked in different leadership capacities on a network series that helped earn the studio an Emmy nomination for 'Best Visual Effects'
- Artist and Animator on two \$2B films, four \$1B films, four 'Best VFX' Academy Award nominees, two 'Best VFX' 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'

PROFESSIONAL EXPERIENCE

MPC FILM Culver City, CA **6/2019 to 4/2020**

Award-winning international VFX studio known for films like *1917*, *The Lion King*, and *The Jungle Book*.

Visualization Supervisor

Previs Supervisor and Postvis Supervisor on undisclosed high-profile projects for major studios, both off-site and remote. Exceeded delivery and quality expectations, trained artists, helped build and grow the department via recruiting efforts, tools development, and standardized best practices with documentation. Previs Artist for Best Buy online advertisements.

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

International VFX studio known for projects like "Game of Thrones," "The Orville," "Star Trek: Discovery," and "Westworld."

Previs Lead, Layout Supervisor, Finals Animator, Senior Previs Artist

As Previs Lead on "The Orville" season two, I maintained quality from the eight-person Previs team, art directed assets, and interpreted shots directly from scripts into previs shots and storyboards. As Layout Supervisor, I cross-trained our Previs team to convert files for the final VFX pipeline. Our work helped earn the studio an Emmy nomination for "Best VFX." Previs Artist on "Star Trek: Discovery" Season Two, including the "Best VFX" Emmy-nominated final episode.

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

Worked as an artist on over twenty 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. Previs Mentor for students at Escape Studios.

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 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 Cutscene 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 Cutscene Animator on *Midnight Club: Los Angeles*: directed mocap shoots; established cutscene pipeline; assembled scenes; polished facial mocap; edited scripts for programmers; collaborated with art dept. on art direction and set design; tracked deliverables.

EDUCATION

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 and former Head of Animation at The Third Floor, inc.

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