
Josh Lange

Senior Previs Artist,
Cinematics

760.855.6626 | josh@joshlange.com

www.JoshLange.com - Complete online portfolio. Contact me for reel passwords.

Skills

Previs (shot design, lighting, storyboarding, After Effects compositing); 3D Character Animation; Mocap Editing, Performance, and Directing (OptiTrack); Cinematics; In-game Cutscenes; Editing; Script Editing

Software: Maya (3D animation, modeling, texturing), Photoshop, After Effects, Premiere, PF Track

Experience

Moving Picture Company/ Previs + Postvis Supervisor

JUNE 2019 - APRIL 2020

Supervised Previs and Postvis Artists on undisclosed hi-profile projects under tight deadlines. Standardized and documented new pipeline, trained and mentored artists, and exceeded delivery expectations.

The Third Floor / Senior Visualization Artist

JULY 2017-FEBRUARY 2018, SEPTEMBER 2010 - MARCH 2013

Previs Artist for 14 films, 1 live event, and a theme park ride. Keyframe and mocap animation; documented and helped design postvis deliverables.

Proof/ Previs Supervisor

JUNE 2013 - FEBRUARY 2017

Supervised Previs Artists on several commercials, including a large Target holiday campaign; Previs Lead on twelve-person feature film team; Senior Previs Artist on high-profile films and in-house VR projects

Rockstar San Diego/ Lead Cutscene Animator, Senior Animator

APRIL 2005 -SEPTEMBER 2010

Keyframe animation; mocap editing, directing in-house shoots, mocap performance (OptiTrack); collaborating with programmers to set up gameplay and ambient beat animations - *Red Dead Redemption*

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 - *Midnight Club: Los Angeles*

Education

The Vancouver Film School / Certificate of Recommendation

AUGUST 2000 - DECEMBER 2001, VANCOUVER, BC

3D Animation and Visual Effects. Received festival extension scholarship. Awarded a commercial and promo short project for the Los Angeles International Short Film Festival for animation and storyboard work.

The Evergreen State College

AUGUST 1999 - JUNE 2000, OLYMPIA, WA

Received foundation scholarship. Ad Designer for school paper. Attended Psychology, Chinese Cinema, and screenwriting courses.

Recommendations

Mark Austin/ Netflix, Former Head of Animation at The Third Floor, inc.

"I can say that whilst I was co-supervisor on Marvel's "Avengers" previs, Josh Lange was one of my 'go to' guys to knock out some of the more demanding animation scenes. He comes from a strong background, having worked on the highly acclaimed *Red Dead Redemption* game, and this is obvious in his previs work. I would strongly recommend Josh as a most competent and hard working animator. A plus to any animation team."

Alex Horton / Former Head of Animation at Rockstar Games, NY

"Josh is a skilled and thoughtful animator, an educated and informed artist. He is a pleasure to work with leaving any ego he has at the door whilst articulating his ideas and point of view in discussions about work. His awareness and understanding of contemporary media and culture means he brings a sharp eye to the table which is a plus for anyone working with him. I would work with Josh again with no hesitation."

Kirk Cumming/ Lead Animator at Rockstar Games, San Diego

"I worked with Josh for over 5 years. He has been a good friend and colleague. Josh is a very talented animator and works well independently and in a team setting when tasked with large scale projects and tight deadlines. This is achieved by his diligence and excellent organization skills. I would recommend Josh to any animation department."

Jay Panek/ Former Producer at Rockstar Games, San Diego

"Josh joined the Midnight Club team during production of *Midnight Club: Los Angeles* to help with animation. He quickly ramped up and became the go-to guy. He worked closely with design and me to solve gameplay issues and became the point of contact for the publisher's animation director (Horton). Josh seeks out feedback and works to achieve consensus. He is very easy to communicate with and a great team player."

Referrals

Mark Austin/ Sr. Previs Supervisor and Layout Artist, Netflix
818.331.7746
bay94fett@gmail.com

Kirk Cumming/ Lead Animator, Rockstar Games - San Diego
760.696.1683
kirkcumming@hotmail.com

Jourdan Bizou/ Sr. Previs+Postvis Supervisor, The Third Floor, inc.
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inc.
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