

JOSH LANGE VISUALIZATION SUPERVISOR

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Greater Seattle Area

[LinkedIn](#)

[Demo Reel](#)

Award-winning visualization supervisor with over 14 years of experience on a wide range of blockbuster action films, advertisements, VR experiences and episodic series. Unreal 5 and remote supervising experience. Available ASAP.

PROFESSIONAL EXPERIENCE

MPC VISUALIZATION Culver City, CA (remote since 2020) May 2019 to September 2024

VFX studio known for Oscar-winning films *The Lion King* & *1917*.

VISUALIZATION SUPERVISOR 10/2019-9/2024

- Promoted to supervisor and anim lead after five months of superior performance.
- Requested by name from clients due to taking direction well and adapting to deliver superior results.
- Oversaw shot creation with a team of artists (previs, animation, VAD, compositing) based on director notes including character blocking, camera positioning, VFX compositing and performance capture.
- Produced and tracked over 800 visualization shots on over 40 sequences on six productions for Sony, Disney, Netflix and Universal films. (Perforce, ShotGrid, Ftrack, Premiere, Maya, After Effects, PFtrack)
- Jordan Peele's *Nope*: Visualization Supervisor of a twenty-five-person previs/postvis team that made over 615 shots on 12 sequences over one year. Made VES Virtual Cinematography submission.
- On-set Unreal virtual production supervision for IMAX film and Alexa cameras, collaborating with director, VFX Supervisor and HODs.
- *Unreal 5 VR ride*: Raised our quality bar as visualization, layout and animation supervisor by advancing its UE workflow, helping TDs with tools and documenting best practices. Directed motion capture shoots.
- Camera and Unreal 5 Sequencer work, maintained scenes, editing in Premiere.
- Directed, boarded, prevised and animated a [car chase short film](#) with our artists & TDs. (Maya, Unreal 5)
- Taught methods and workflows to our visualization team that were learned in my Animation and Virtual Production courses with Epic Games.
- Taught our team filmmaking, actor blocking, cameras, composition, continuity, lighting, and animation.
- Gave a presentation on running "The Organized Show" to our department and supervisor team.

SENIOR VISUALIZATION ARTIST 5/2019-10/2019

PIXOMONDO Los Angeles, CA March 2018 to March 2019

VFX studio known for the Emmy-winning *Game of Thrones*.

LAYOUT SUPERVISOR, ANIMATOR 12/2019-3/2019

- *The Orville, S2*: Promoted to establish a layout and implement a workflow for our previs team to convert scene files for layout and the final VFX team that used Nuke. Final animation for epic space battle shots.

SENIOR VISUALIZATION ARTIST 5/2018-11/2018

- *The Orville S2*: Broke down scripts and boards to create over 100 boards and 3d previs shots.
- Helped lead, train and mentor a nine person junior team that made over 600 shots for eight episodes.

THE THIRD FLOOR, INC. Los Angeles, CA July 2017 to February 2018 and September 2010 to March 2013

Visualization studio known for the *Marvel* and *Star Wars* franchises.

SENIOR VISUALIZATION ARTIST 7/2017-2/2018

- Designed character performances for action beats and fight sequences for Marvel films *Endgame* (**\$2B, Best VFX nominee**), *Infinity War* (**\$2B**), and *Aquaman* (**\$1B**). (Maya, After Effects, PFTrack)
- Delivered under high-pressure on high-profile projects with tight deadlines.

PREVIS ARTIST 9/2010 to 3/2013

- Shot design, generated shots and sequences from storyboards and scripts. Animated creatures, props and vehicles. Performed motion capture. *The Avengers* (**\$1B, Best VFX nominee**). (Maya, Xsens suits)

PROOF, INC. Los Angeles, CA June 2013 to May 2017

Visualization studio known for the *Fast & Furious* films.

PREVIS SUPERVISOR 8/2016 to 4/2017

- Promoted to lead teams on two national ad campaigns for major clients Target (five commercials, one 15-minute musical) and Honda (5 commercials).

PREVIS LEAD 4/2015 to 7/2016

- *Fate of the Furious* (**\$1B**): Led a twelve person team to previs five car chase action sequences.

SENIOR VISUALIZATION ARTIST 6/2013 to 3/2015

- Cameras and animation on five films, including *Furious 7* (**\$1B**). Car chases, fight scenes, space battles.

ROCKSTAR GAMES. San Diego, CA April 2005 to September 2010

SENIOR ANIMATOR 10/2008 to 9/2010

- *Red Dead Redemption* (AAA): Collaborated with the cinematics team, designers and programmers for animation, FX, ambient world beats and feature implementation (Maya). **Won Game of the Year.**
- Keyframe/mocap animation for player firearm shooting gameplay. Performed motion capture.

LEAD CUTSCENE ANIMATOR 5/2007 to 10/2008

- *Midnight Club: Los Angeles* (AAA): cinematics, cutscenes, steering gameplay (Maya, OptiTrack).
- Collaborated with animation director on cameras and NY cutscene mocap shoots.

GAMEPLAY ANIMATOR 5/2005 to 5/2007

- Player gameplay. Edited mocap for swings and locomotion.

AWARDS

- **Featured in *Before+Afters VFX* magazine** for visualization supervisor work on *Nope*.
- **Project Emmy award win** from anim lead work on *Chip n' Dale: Rescue Rangers*.
- **Project VES and Annie award wins** - *Despicable Me: Minion Mayhem* 3D theme park ride.

EDUCATION

EPIC GAMES UNREAL ENGINE FELLOWSHIPS Remote September 2021 and October 2023

Epic Games's programs to teach their Unreal game engine to selected entertainment industry candidates.

- *Animation* ('23): Keyframed Metahuman and Bungeeman characters to make a [shot](#) entirely in Unreal 5.
- *Virtual production* ('21): Made a short film [Hike](#) entirely in Unreal 4. Vcam training. Xsens mocap.

VANCOUVER FILM SCHOOL (3D ANIMATION AND VFX) Vancouver, BC

EVERGREEN STATE COLLEGE Olympia, WA