

JOSHUA KRAUSE

EXPERIENCE

- CG Artist**, Freelance, New York, NY 2012–present
Responsible for creating high-end graphics and visual effects for film, television, commercials, and exhibitions. Expert in 3D production (modeling, rigging, animation, texturing, lighting, etc) and compositing. Also skilled at solving complex technical challenges with code using Python, MEL script, and C#.
- Stephen David Entertainment**, New York, NY 9/2014–present
Projects: Making of the Mob: New York (AMC), American Genius (National Geographic Channel), NASCAR: The Rise of American Speed (CMT), The American West (AMC), Making of the Mob, Chicago (AMC), Roman Empire: Reign of Blood (Netflix), Playboy: The Hugh Hefner Story (Netflix)
Tools: Maya, Nuke, Mental Ray, After Effects, PFTrack
- Light of Day Production and Visual Effects**, New York, NY 7/2014–8/2014
Projects: Tampax, Band-Aid, Bounty
Tools: Maya, Nuke, Arnold, After Effects
- VS.**, New York, NY 5/2014
Projects: Nike, Duracell
Tools: Maya, Mental Ray, After Effects
- American Museum of Natural History**, New York, NY 2/2014–6/2014
Project: Pterosaurs! Flight in the Age of the Dinosaurs
Tools: Maya, Mental Ray, After Effects, Unity
- Light of Day Production and Visual Effects**, New York, NY 9/2013–12/2013
Projects: New York Lottery, Miralax, Patient Zero, Memory Card
Tools: Maya, Mudbox, Nuke, Arnold, After Effects, PFTrack
- Absolute Post**, New York, NY 8/2013
Project: Febreze
Tools: Maya, Nuke, VRay
- Transistor Studios**, New York, NY 5/2013–6/2013
Project: Wagner Paint
Tools: Maya, Mental Ray, After Effects
- Light of Day Production and Visual Effects**, New York, NY 11/2012–4/2013
Projects: New York Lottery, Asus, Xfinity
Tools: Maya, Nuke, Arnold, After Effects, PFTrack
- Transistor Studios**, New York, NY 10/2012
Project: Puffs
Tools: Maya, Mental Ray, After Effects
- East Pleasant Pictures**, New York, NY 8/2012–9/2012
Projects: Barclay's Center/New York Nets
Tools: Maya, Mental Ray, After Effects
- Z Tribeca**, New York, NY 6/2012–11/2012
Projects: President Obama campaign, Senator Whitehouse campaign
Tools: After Effects
- Transistor Studios**, New York, NY 6/2012
Project: Puffs
Tools: Maya, Mental Ray, After Effects
- SeedNY**, New York, NY 4/2012–5/2012
Project: Internal branding
Tools: Maya, Mudbox, Mental Ray, After Effects
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EXPERIENCE *(cont.)*

- CG Artist**, Nice Shoes, New York, NY 2010–2012
Projects: Revlon, Bose, Mercedes-Benz, Sephora, Marc Echo, Kanye West, Lady Gaga, and various film projects
Tools: Maya, Mudbox, Nuke, After Effects, PFTrack, Mental Ray and Arnold
- Art Director**, Wildlife Conservation Society, New York, NY 2002–2010
Led a team of artists in the production of print and web projects.
Projects: Wildlife Conservation magazine, Bronxzo.com and WCS.org, annual report
- Graphic Artist**, Fabricators and Manufacturers' Association, Rockford, IL 2000–2002
Projects: The Fabricator magazine, Practical Welding Today magazine

EDUCATION

- New York University (NYU)**, New York, NY 2011
Master of Science, Digital Imaging & Design
- University of Wisconsin**, Madison, WI 2000
Bachelor in Arts, English Literature

SKILLS

Expert-level modeling, rigging, animation, and lighting. Intermediate with dynamic simulation.

Expert-level compositing in Nuke, including 3D workflows.

Extensive background in graphic design.

Programming experience includes building pipeline tools for Maya, Nuke, Deadline, and FTrack.

Currently studying advanced coding techniques, including basic machine learning.

Software: Autodesk Maya, Mudbox, The Foundry's Nuke, Adobe CS, PFTrack, MS Visual Studio, Unity, Deadline, Ftrack

Languages: MEL, Python, C#, XAML, Matlab/Octave

Renderers: mental ray, Arnold, Vray