

JOSHUA KRAUSE

212.920.4863 | jkrause@joshuakrause.net | joshuakrause.net | [linkedin.com/in/jkrausestudios](https://www.linkedin.com/in/jkrausestudios) | github.com/JoshuaKrause

SUMMARY

Driven technical director with a passion for creative troubleshooting, 3D graphics expert, skilled compositor, and coder. Diversified skill set capable of engineering innovative solutions as a developer or designer.

PROJECTS

Pterosaurs! Flight in the Age of Dinosaurs, American Museum of Natural History

- Created 3D animations of pterosaurs for displays and interactive exhibits. Responsible for all digital content.
- New York Times described the exhibit as “unusually compelling” and likely to “attract long lines.” (4/19/2014)

Roman Empire: Reign of Blood, Netflix

- Lead 3D Artist responsible for creating matte paintings, set extensions, and visual effects.
- Developed innovative 2.5D projection techniques in Nuke to create fast-rendering animated maps.
- Collaborated in developing a technical system for replacing traditional green screens with dynamic LED backgrounds.

EXPERIENCE

Freelance, Krause Studios, New York, NY

2012–present

- Create 3D and 2D motion media projects for commercial, film, and television audiences. Manage shots from pre-visualization to delivery with minimal supervision.
- Develop and improve pipeline tools in Python, MEL, and C# for use in Maya, Nuke, Deadline, and Ftrack. Guide production pipeline development and support artists in the rollout of new technical solutions and policies.
- Clients include Netflix, Amazon Prime, National Geographic Channel, American Movie Channel (AMC), History Channel, Discovery Channel, Nike, Duracell, and American Museum of Natural History.

3D Artist, Nice Shoes, New York, NY

2010–2012

- Created 3D animation and VFX for television and commercial media projects.
- Directed live-action VFX production on-set.
- Clients included Revlon, Mercedes-Benz, Sephora, Marc Echo, Kayne West, and Lady Gaga.

Art Director, Wildlife Conservation Society/Bronx Zoo, New York, NY

2002–2010

- Supervised the publishing of a national wildlife magazine from conception to print. Also designed advertisements, reports, and other print documents in multiple languages for global audiences.
- Supervised and collaborated with a team of 5 graphic artists and web developers.
- Created web pages, email blasts, and social media to promote the Bronx Zoo and other cultural institutions.

Graphic Artist, Fabricators and Manufacturers' Association, Rockford, IL

2000–2002

- Directed the design and production of a national trade magazine.
- Created page layouts and designed advertisements and brochures.

EDUCATION

New York University (NYU), New York, NY

- Master of Science, Digital Imaging & Design

University of Wisconsin, Madison, WI

- Bachelor of Arts, English Literature

Udacity

- Introduction to Programming Nanodegree
- Artificial Intelligence Nanodegree

Coursera

- Interactive Programming in Python
- Principles of Computing
- Machine Learning

SKILLS

Software

- 3D: Autodesk Maya, 3Ds Max, and Mudbox
- 2D: Nuke and After Effects
- Renderers: mental ray, Arnold, V-ray
- Other/Utility: PFTrack, Ftrack, Deadline and Adobe CC applications (Photoshop, Illustrator, InDesign)

Coding

- Python, C#, JSON/XML, MEL, HTML, Octave/Matlab

Creative

- 3D: Modeling, animation, surfacing, lighting, simulation
 - 2D: Compositing, keying, rotoscoping, color
 - Design, illustration, typography
-