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j o s h u a h e r r i g

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strangetoast.com
Nationality: American
DOB: 7.17.79

o b j e c t i v e

To immerse myself into my team; contributing passion, drive, creativity & innovation, while gaining the necessary knowledge and experience to become a more complete Artist/Designer/Lead.

e d u c a t i o n

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|---------------------|--|------------------------|
| June 2005-June 2006 | Vancouver Film School (Scholarship Winner)
Visual Effects & 3d Animation | Vancouver, Canada |
| Sept 1997-June 2001 | University of Minnesota
4yr Bachelor Degree in Architecture, Minor in Design | Minneapolis, Minnesota |

e x p e r i e n c e

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|--------------------|---|-------------------------|
| Nov 2009- | Double Negative
Lead Lighting Artist/Lead Look Dev Artist
Pipeline management & leading teams of Lighters in addition to Lighting and Look Dev for hero characters.
[Harry Potter 8 Deathly Hallows (Dragon) -Lighting/Look Dev]
[Iron Man 2 (SuitCase Suit-Up/Monaco Fight Sequence) -Lighting/Look Dev] | London, England |
| Nov 2008-Nov 2009 | MPC
Lighting Artist
Maya/Rman/Shake Lighting and Look Dev for hero characters.
[Clash of the Titans (Kraken) -Look Dev]
[Iron Man 2 Pitch -Lighting/Look Dev]
[Night at the Museum 2 -Lighting]
[The Surrogates -Lighting/Look Dev]
[Dorian Gray -Lighting/Look Dev]
[The Wolfman -Lighting/Look Dev] | London, England |
| Nov 2006-Nov 2008 | Rhythm & Hues
Lead Lighting Artist/Shot Finaler
Responsible for everything from detailed lighting and shader development & managed every aspect of lighting/shading/comp
[Night at the Museum 2 -R&D Lighting/Light Set-Up]
[The Incredible Hulk -Lighting]
[Alvin & the Chipmunks -Lighting] | Los Angeles, California |
| Aug 2006-Nov 2006 | Mr. X
Lighting Artist/Generalist
Lighting with Maya & proprietary Python scripts; Materials/Look Dev with Maya and Renderman/Mental Ray. Worked in animation/modeling/texturing and lighting.
[Resident Evil 3 -Lighting/Generalist]
[Shoot Em Up -Lighting] | Toronto, Canada |
| June 2006-Aug 2006 | Psyop
Lighting Artist/Generalist
I was hired to be a part of a rapidly growing abstract/photo-real cg team. I was responsible for the overall aesthetic/lighting and CG for Realflow heavy Bacardi, GE & Coke spots. | New York, New York |

p r o f i c i e n c i e s

3D:	2D:
Maya	Shake
XSI	Nuke
Renderman	
Mental Ray	