

Joshua Dommermuth

photo geek



about: I am a photographer, producer, organizer, and engine.

I seek new opportunities and a constructive creative community.

photographer: I make insightful and beautiful photographs for people in the studio. I began in the darkroom, but find myself editing pixels more often than grains. I have shot commercially for Columbia Sportswear, Pendleton Woolen Mills, Trigem Jewelry, Indio Glass, Moonhare Clothing, Made In China Records and many others. I am frequently employed as a digital technician for other shooters as well.

producer: I have produced both location and studio shoots, coordinating talent, lodging, board, and permits. I pride myself on being many steps ahead of any possible circumstance and flexible enough to roll with new developments and ideas. I am a technology geek and find that it serves this role well to be in constant communication and remain privy to the most updated information.

organizer: I founded and remain chief organizer of several public facing events and multiple websites for The Portland Geek Council and the Portland Geek Olympathon. Previously, I was the general manager of a landmark Portland community center and all ages venue called Backspace and guided its events and development for eight years.

engine: I work tirelessly and my commitments run deep. I have volunteered at Newspace for 12 years, piloted Backspace for 8, and have been treasurer of the Portland Geek Council for 5. I do not take my duties lightly and I approach them with dedication and vigor. I am often the first to arrive and the last to leave.

education: I possess two bachelor degrees from the University of North Florida for Photography and Literature. I also taught Photography as an adjunct there for three years before moving to Portland in 2001.

skills: I am comfortable in both Mac and PC environments, expert in Photoshop and Lightroom, proficient with most of the rest of the Adobe Creative Suite, talented with Quickbooks and Excel, accomplished at managing websites and social media, and I fix things.