Thomas Proux

3D GENERALIST
LIGHTING
COMPOSITING

CONTACT

Los Angeles, CA

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WEBSITE

www.thomasprx.com

SOFTWARE/SKIILS

3D

Maya, Houdini, ZBrush, ZBrush, xGen, Speedtree

Texturing

Mari
Substance Painter/Designer

Lighting

VRay, Renderman, Redshift, Unreal engine

Compositing

Nuke, After Effects

Scripting

MEL, Python

OS

Windows, MacOS, Linux

References available upon request

ABOUT ME

3D Generalist, Lighting, and Compositing artist with production experience at Disney and DreamWorks, as well as commercial work for clients including Apple and OpenAI. My passion lies in blending artistic and technical expertise to bring stories to life, contributing to both feature and commercial projects with a strong focus on visual cohesion and craft.

EXPERIENCE

Lighting Artist — July 2026 – Oct 2026

Walt Disney Animation Studios, Los Angeles, CA

- Shot lighting and compositing for Hexed.
- Collaborated with FX, production design, and look dev to define the lighting aesthetic for a core narrative element featured throughout the film.
- Troubleshoot render and comp issues, collaborating with software engineers and TDs to resolve challenges faced during production.

CG Generalist — March 2026 - July 2026

EVOX Images, Los Angeles, CA

- Composited high-end automotive product renders, ensuring visual accuracy, consistency, and final polish.
- Designed and implemented Nuke tools and gizmos to optimize workflow efficiency and reduce manual processing.

3D Artist - Freelance — Dec 2025 / Feb 2026

BUCK, Los Angeles, CA

- Lit and composited full-CG commercial content for OpenAI and Beats campaigns, including short-form advertisements and social media assets.
- Contributed to look development and ensured visual consistency, polish, and continuity across multiple spots.

Lighting Apprentice — Jan 2025 – Oct 2025

Walt Disney Animation Studios, Los Angeles, CA

- Shot lighting and compositing, ensuring storytelling through mood, atmosphere, and continuity across sequences.
- Participated in daily reviews with leadership and addressed feedback to achieve the studio's high-quality standards.
- Lighting and compositing of marketing materials.

Development Lighter - Freelance — Dec 2024

Oddbot, Los Angeles, CA

- Developed lighting for a 30-second sequence in Unreal Engine, achieving cinematic quality while maintaining real-time performance.
- Updated shaders and optimized materials to enhance visual fidelity and consistency.
- Identified and resolved technical challenges to deliver high-quality imagery directly from Unreal Engine.

3D Generalist - Freelance — May 2023 – June 2023 / May 2024 – Jan 2025

BUCK, Los Angeles, CA

- Modeling, UVing, and Texturing of CG assets to use across the project.
- Layout, Lighting, and Compositing of stylized scenes from concept to final.
- Worked in collaboration with art directors to achieve visual consistency and meet technical standards
- Created hard surface models for real-time rendering, following strict polycounts and UV layout guidelines.
- Developed three levels of detail (LOD) for each asset to optimize performance while maintaining visual fidelity.

Senior CGI Artist — July 2023 – April 2024

Hogarth, Los Angeles, CA

- Lighting and compositing of Apple products for advertisement and prints.
- Creating slap comps showcasing product lighting.
- Developed and documented new workflows including light rig conversions and look development explorations.
- Designed and implemented tools to automate look development work for lighting artists.

Lighter/Compositor — May 2022 – April 2023

DreamWorks Animation TV, Los Angeles, CA

- Created light rigs for sets/characters and lighting presets according to the show's look with supervisor's feedback.
- Created Nuke gizmos for characters/sets to address specific comp problems and new workflows.
- Optimized render settings to keep within the render time budget while maintaining acceptable noise levels.
- Performed shader updates and assisted with look development tasks when needed.
- Research and development of various tools, workflows, and optimizations for our pipeline.

RECENT SHOWS/CLIENTS

• Hexed	Walt Disney Animation Studios - 2026
• KIA - Carnival and Sportage	EVOX Images - 2026
• Beats - Advertisement Campaign	BUCK - 2026
• OpenAI - Social Media Campaign	BUCK - 2025
• Zootopia 2	Walt Disney Animation Studios - 2025
• The Backyardigans	OddBot - 2024
• Apple - AppStore category illustrations	BUCK - 2024
• Apple - Magic Keyboard for iPad	Hogarth - 2024
• Mighty Monsterwheelies	DreamWorks TV - 2024
• Jurassic World: Chaos Theory	DreamWorks TV - 2024

EDUCATION

Gnomon School of Visual Effects - Los Angeles, CA — April 2019 – March 2022

Bachelor of Fine Arts in Digital Production, 3D Generalist - GPA: 4.019