



Thomas Proux
LOOK DEVELOPMENT
LIGHTING
COMPOSITING

CONTACT

Location

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ABOUT ME

Driven by my passion for film, after receiving my education at Gnomon, I immersed myself in a variety of production environments across various studios such as, DreamWorks, BUCK, and Hogarth, where I refined my craft and embraced diverse workflows and styles using industry-standard software. My passion lies in Look Development, Lighting, and Compositing for VFX and Animation, where I blend artistic and technical skills to bring stories to life. I am a dedicated professional ready to contribute to captivating cinematic experiences with my expertise in merging artistry and technology.

EXPERIENCE

Senior CGI Artist

July 2023 – Present

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.
- Supported other artists in the completion of their tasks.

Freelance Look Development Artist

May 2023 – June 2023

BUCK, Los Angeles, CA

- Modeling, Texturing, Lighting, and Compositing of stylized 3D miniature scenes.
- Updated pre-existing scenes to match more closely the provided concept arts.
- Worked closely with the art directors to achieve a consistent look throughout the various scenes.

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.
- Developed the looks for new productions and ensured it stayed within budget.
- Research and development of various tools, workflows, and optimizations for our pipeline.
- Troubleshoot, a lot of troubleshooting.

EDUCATION

Gnomon School of Visual Effects - Los Angeles, CA

Bachelor of Fine Arts in Digital Production, 3D Generalist - GPA: 4.019
2019-2022

Santa Monica College, Santa Monica, CA

Associate of Science in 2D Animation - GPA: 3.42
2016-2018

AWARDS AND RECOGNITIONS

Rookie Of The Year - Highly Commended - Excellence Award

Rookie Awards 2022 - 3D Animation

Stylized Character - Best of Term

Gnomon - Winter 2022

Lighting - Best of Term

Gnomon - Winter 2022

Look Development - Best of Term

Gnomon - Spring 2021

Character Animation - Best of Term

Gnomon - Winter 2021

SOFTWARE

3D

Maya
Houdini
ZBrush
xGen
Yeti
Speedtree
Marvelous Designer

Texturing

Mari
Substance Painter
Substance Designer

Rendering

VRay
Renderman
Redshift
Unreal Engine

Compositing

Nuke

SKILLS

Scripting (Python/MEL)
Photography
French (Native)