



Thomas Proux
LOOK DEVELOPMENT
LIGHTING
COMPOSITING

CONTACT

Location

Los Angeles, California
United States

Phone

+1(424)-527-5173

Email

proux.thom@gmail.com

Website

www.thomasprx.com

Social Medias

ig @thomas_prx_art
ArtStation @Thomas Proux
LinkedIn @Thomas Proux

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

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 2024 – Nov 2024

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

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

Look Development Artist - Freelance

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.

SHOWS/CLIENTS

- | | |
|---|----------------------|
| • 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 |
| • Megamind Rules! | DreamWorks TV - 2024 |
| • Megamind vs. the Doom Syndicate | DreamWorks TV - 2024 |
| • The Bad Guys: A Very Bad Holiday | DreamWorks TV - 2023 |
| • Curses! | DreamWorks TV - 2023 |
| • Kung-Fu Panda: The Dragon Knight | DreamWorks TV - 2023 |

SOFTWARE/SKILLS

3D
Maya
Houdini
ZBrush
xGen
Yeti
Speedtree
Marvelous Designer

Texturing
Mari
Substance Painter
Substance Designer

Lighting
VRay
Renderman
Redshift
Unreal Engine

Compositing
Nuke

Scripting
MEL
Python

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

*References available upon request