



Thomas Proux
LOOK DEVELOPMENT
LIGHTING
COMPOSITING

CONTACT

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ABOUT ME

Driven by my passion for storytelling, I left my country to expand my skills and open myself to new cultures. After getting my education at Gnomon, my journey to further my abilities has landed me at DreamWorks Animation TV, where I have spent time refining my craft and learning about a wide variety of industry-standard workflows in a fast-paced production environment. My love for CG animation lies in Look Development, Lighting, and Compositing where artistic and technical skills are keys in bringing stories to life.

SUMMARY OF SKILLS

Look Development

- Create stylized and/or photoreal textures and materials using a procedural workflow to develop the look of environments, characters, sets, and props.
- Ability to interpret abstract ideas or concepts into the creation of an effective storytelling picture.
- Grooming of fur, short, and long hair using a variety of workflows such as guides, groomable spline, or tube groom.

Lighting & Compositing

- Lighting with an understanding of color spaces, contrast, and light composition, using ray-tracing rendering software to meet the leadership's vision.
- Optimization of sequences rendering times while maintaining high quality outputs and maintaining consistent lighting.
- Compositing of render passes to create a visually compelling shot.

EXPERIENCE

Lighter/Compositor

May 2022 – Present

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 render time budget while also maintaining acceptable noise levels.
- Performed shader updates and assisted with look development tasks when needed.
- Developed the looks for new productions and worked at ensuring it stays within budget.
- Research and development of various tools, workflows, and optimizations for our pipeline.
- Troubleshoot, a lot of troubleshooting.

Teacher Assistant

January 2022 – March 2022

Gnomon, Los Angeles, CA

- Assisted other students in their projects by troubleshooting and helped finding solutions to their problems.

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 (MEL)
Photography
French (Native)

*References available upon request