



**Thomas Proux**  
3D GENERALIST  
LIGHTING  
COMPOSITING

## CONTACT

Los Angeles, CA

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## WEBSITE

www.thomasprx.com

## 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

### 3D Artist - Freelance

Dec 2025 / Feb 2026

BUCK, Los Angeles, CA

- Lit and composited animated social content for OpenAI, owning one of four laptop animations and contributing to the campaign supercut.
- Supported the look development of sticker assets, ensuring consistent materials across shots.

### 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.
- Delivered final marketing assets, ensuring they meet technical requirements and delivery specifications.
- Troubleshoot render and comp issues, collaborating with software engineers and TDs to resolve challenges faced during production.

### 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.
- Troubleshoot, a lot of troubleshooting.

## SHOWS/CLIENTS

- |   |                      |
|---|----------------------|
| • OpenAI - Social Media Campaign          | BUCK - 2025          |
| • Zootopia 2                              | Disney - 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 |
| • Megamind Rules!                         | DreamWorks TV - 2024 |
| • Megamind vs. the Doom Syndicate         | DreamWorks TV - 2024 |
| • The Bad Guys: Breaking In               | DreamWorks TV - 2025 |
| • 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

- |                    |           |                            |
|--------------------|-----------|----------------------------|
| <b>3D</b>          | Maya      | ZBrush                     |
|                    | Houdini   | xGen                       |
|                    | ZBrush    | Speedtree                  |
| <b>Texturing</b>   | Mari      | Substance Painter/Designer |
| <b>Lighting</b>    | VRay      | Redshift                   |
|                    | Renderman | Unreal engine              |
| <b>Compositing</b> | Nuke      | After Effects              |
| <b>Scripting</b>   | MEL       | Python                     |
| <b>OS</b>          | Windows   | Linux                      |
|                    | MacOS     |                            |

## EDUCATION

### Gnomon School of Visual Effects - Los Angeles, CA

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

## AWARDS AND RECOGNITIONS

**Rookie Of The Year - Highly Commended / Excellence Award**  
Rookie Awards 2022 - 3D Animation