



Thomas
Proux

LOOK DEVELOPMENT
LIGHTING
COMPOSITING

CONTACT

Los Angeles, CA
+1(424)-527-5173
proux.thom@gmail.com

WEBSITE

www.thomasprx.com

ABOUT ME

Driven by my passion for film, after completing my education at Gnomon, I immersed myself in various production environments across multiple studios, including DreamWorks, BUCK, Hogarth, and Disney, where I refined my craft and adapted to 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

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.
- Followed and implemented rigorous technical requirements, demonstrating precision and adaptability in constrained workflows.

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.

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

- | | |
|---|----------------------|
| • Zootopia 2 | Disney - 2025 |
| • 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 |

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

SOFTWARE/SKILLS

3D

Maya	ZBrush
Houdini	xGen
ZBrush	Speedtree

Texturing

Mari
Substance Painter/Designer

Lighting

VRay	Redshift
Renderman	Unreal engine

Compositing

Nuke	After Effects
------	---------------

Scripting

MEL	Python
-----	--------

OS

Windows	Linux
MacOS	