

Nacho Thomas CV

Name: Ignacio Thomas (EU citizenship, UK ILR) http://nachothomas.com/ remote worker (EU) +34-660-42-07-27 (spain)

Links

IMDB: http://www.imdb.com/name/nm5518948/?ref =fn al nm 1 LINKEDIN: https://www.linkedin.com/in/nacho-thomas-798b5024



mail@nachothomas.com **Academical Formation:**

Architect, Polytechnic university of Madrid

Languages: Spanish (native), English (high), French (high)

WORK EXPERIENCE:

FILMS & TV (2012 to present)

Industrial Light & Magic. Senior Generalist . August 2022 - to present

- Andor S2 (as senior generalist)
- Invasion S2 (as senior generalist)
- Mandalorian S3 (as senior generalist)

El Ranchito. Environment Supervisor. November 2020 - to present

- See (seasons 2 and 3) as env. Supervisor.
- 5 days at memorial (as env. Supervisor)
- Garcia! (as env. Supervisor)

ONE OF US. CG Supervisor. January 2020 - August 2020

Bridgerton (as show CG Supervisor).

DNEG. Environment / Generalist Supervisor. December 2017 to January 2020

'Fantastic Beasts. The crimes of Grinderwald' (as show env Supervisor).

'Hobbs & Shaw' (as show env Supervisor).

'DEVS' (DnegTV show) (as show environment Supervisor)

'The Letter for the King' (DnegTV show) (as show environment Supervisor)

'The Dark Crystal: Age of Resistance' (DnegTV, as environment TD)

DNEG. DMP Supervisor. May 2017-December 2017

'Pacific Rim: Uprising' as DMP supervisor

MPC. Lead DMP/Environment TD. December 2015 May 2017

'Transformers, the last knight' (as lead environment artist).

Passengers (as lead environment artist)

MPC. Senior DMP/Environment TD. March 2014 to November 2015

'The Jungle Book' (as senior environment artist)

'Exodus, Gods and Kings' (as environment TD)

'Guardians of the Galaxy' (as environment TD)

'The Martian' (as senior environment artist)

WORLDWIDE FX, DMP/Environment TD. August 2013 to March 2014

'Automata' as DMP/Environment TD

'The Expendables 3' as concept / DMP artist.

Hercules, The Legend Begins' as DMP/Environment TD.

ATOMIC ARTS, 3D Generalist / compositor March 2013 to August

'Montana' (as compositor)

-Several commercials as 3d Generalist

FRAMESTORE, Stereo matchmover/bodytrack. Nov. 2012 - March 2013

'47 Ronin'

ARCHITECTURE VIS & TRAINING (1997 to 2012)

CICE. Lighting & environment Lead, Instructor, July 2004 – May 2012

Autodesk Certified Instructor. Architecture & Lighting department lead.

AR3. Architecture visualizer Supervisor, . September 2000 – March 2004

Technical Supervisor. Archvis and commercials

ART & BUILD. Architecture Visualizer. September 1998 - June 2000

Freelancer As 3d generalist & architecture visualizer 2000 – 2004

Other relevant experience:

Foster & Partners, Escape Technology, The Animation Workshop as

Environment and Lighting instructor

Demo artist for 3ds max, vray for spain & South America (2009-2012)

Published '3ds max 2.5'(693pgs) and '3ds max 3' (750 pgs) With Anaya (1997-1999)

SKILLSET: **SOFTWARES:**

JEDI GRAND

ment)

- Projections
- 2.5D Workflows

JEDI MASTER:

(very competent, can do any task and train others comfortably)

- Modeling (hard surface)

- Texture & Lookdev
- DMP
- Team supervision

JEDI KNIGHT:

(competent, can do complex tasks directly)

- Modeling (organic)
- Python (nuke)
- Concept art.
- Lighting

O MPC

- Compositing
- Photogrammetry

JEDI INITIATE:

(can handle tasks, but might need to refresh knowledge or might not offer full speed work)

- Python (other soft-

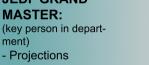
- ware) - Tracking
- Animation

PADAWAN:

(can handle tasks easy tasks but will need further study to become proficent.

modo unity

- FX
- Rigging



Photoshop 3dsmax Mari

- Zbrush Nuke
 - Vray
 - Arnold
- Maya
 - substance clarisse renderman
- Houdini (env)

Speedtree katana mudbox Unreal terragen world machine solaris