



**Nacho Thomas CV**

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**Links**

<http://nachothis.com/>  
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**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)



**EI 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 Grindewald' (as show env Supervisor).
- 'Hobbs & Shaw' (as show env Supervisor).
- 'DEV'S' (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'



**SKILLSET:**

**SOFTWARES:**

**JEDI GRAND MASTER:**

(key person in department)  
 - Projections  
 - 2.5D Workflows

**JEDI MASTER:**

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

*Photoshop  
 3dsmax  
 Mari  
 Zbrush  
 Nuke  
 Vray  
 Arnold*

- Modeling (hard surface)
- Texture & Lookdev
- DMP
- Team supervision

**JEDI KNIGHT:**

(competent, can do complex tasks directly)

*Maya  
 substance  
 clarisse  
 renderman  
 Houdini (env)*

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

**JEDI INITIATE:**

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

*Speedtree  
 katana  
 mudbox  
 Unreal  
 terragen  
 world machine  
 solaris*

- Python (other software)
- Tracking
- Animation

**PADAWAN:**

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

*modo  
 unity*

- FX
- Rigging

**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)