

Thomas Gibbs (SFX Artist)

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PROFESSIONAL SUMMARY

I am a BA(Hons) Film (1st), and MA Prosthetic Effects (Distinction) Graduate with professional industry experience using an array of 3D digital production techniques across multiple sectors. Including Special effects for Film and TV, Game Dev, and Archaeology. Notable Digital skills include 3D sculpting and modelling (Zbrush/Blender), 3D scanning and photogrammetry, 3D scan clean-up, and 3D printing. Notable practical skills include Practical sculpting, Silicone running, Latex and foam latex running, Prosthetic makeup applications, and mould-making.

WORK EXPERIENCE

Industry Experience:

3D Technician | Millennium FX

Nov 2023 – Jun 2025

- Carrying out tasks such as 3D scanning cast members, Digital 3D sculpting and scan cleanup, and 3D Printing (FDM / SLA). To produce high fidelity practical prosthetic and creature effects for a wide range of Feature film, Series (streaming), Television, and Stage/Performing arts projects.

Notable credited work includes creature and character effects for: *HAMNET* (2025), *BUGONIA* (2025), *Foundation* (series), *PRIMATE* (2025), *WORLDBREAKER* (2025), *Silo* (series), and *Doctor Who* (Series).

Art Department Assistant | The Severed Sun (Feature)

May 2023 – Jun 2023

- Art department assistant on a multi week independent feature film production. Working closely with other on-set departments across multiple locations during fast paced day and night shooting conditions. Confidently navigating challenging conditions to achieve department objectives.
- Core responsibilities included: Stand in Art Direction, Set Dressing/decoration, Set Building, Raising and Striking, Prop Making and Prop Handling, Prop buying/acquisitions, and Scenic work.

Game Designer / QA / 3D Generalist | CozyBara Games

Nov 2022 – Oct 2023

- Company Co-founder, designer, QA, and 3D generalist for "Grabage". A 3D multiplayer Party game where you play as rolling raccoons and compete against your friends to see who can collect the most trash from the level before the time runs out.

Non-Industry Experience:

Palaeoanthropology research Laboratory Technician (senior) | The University of Cambridge

Jun 2025 – Present

- Providing technical support for research and teaching in osteology and palaeoanthropology. Working between both the Palaeoanthropology Laboratory and the Duckworth collection. Primarily, but not exclusively, on osteological material, using morphometric and photogrammetric techniques, microscopy, 3D scanning, 3D printing, uCT scanning, and destructive biological and chemical sampling procedures. Providing technical support for the Director and Collections Manager of the Duckworth collection, for visiting and in-house researchers working with material in the Duckworth collection, as well as supporting the Collections Manager in curatorial and conservation work on the collections.

EDUCATION

Falmouth University | MA Prosthetic Effects (Postgraduate degree) (Grade: Distinction)

Completed: 2023

Falmouth University | BA(Hons) Film (Postgraduate degree) (Grade: 1st)

Completed: 2022

Guildford College | Games Development (BTEC level 3 extended diploma) (Grade: DDM)

Completed: 2018

STUDENT PROJECTS

Prosthetic Effects Lead / SFX Artist | WASTELAND (Short)

Spring 2022

- Character/Creature design.
- Sculpting flat-mould prosthetic appliances.
- Running silicone and pre-painting prosthetic appliances.
- On set application and colouring of prosthetics.

Prosthetic Effects Consultant | UNDERBELLY (Short)

Spring 2022

- Character prosthetics design.
- Budgeting and scheduling for SFX Production.
- Pre-production planning and discussions about creative options with Director and Production team.

Art Department Assistant | The Birdwatcher (Short)

Spring 2022

- Set dressing/Decoration / Raising and Striking
- Prop Management.
- Art Direction.