

Thomas Cooksey

Editor / VFX ARTIST

I am an Unreal Engine artist in London, specialising in the creation of cinematic real-time environments and lighting. My work focuses on building immersive 3D scenes in Unreal Engine, alongside 3D modelling in Autodesk 3ds Max and Blender, combining strong visual composition with technical workflows for high-end visualisation and storytelling. I am largely self-taught in emerging real-time technologies and driven by a passion for pushing visual quality and continuously developing my craft.

Qualifications



Ravensbourne University London / Digital Film Production
Bachelors Degree / 2:1

Skills

- **Unreal Engine 5** – Experience building real-time environments, using Blueprints, and creating cinematic sequences with Sequencer
- **Blender & 3ds Max** – 3D modelling, scene setup, and asset preparation for real-time use
- **Adobe Photoshop** – Texture editing, asset refinement, and general visual design work
- **DaVinci Resolve** – Editing, colour correction, and final output for cinematic content
- **Avid Media Composer** – Understanding of professional editing workflows and timeline management
- **Adobe Premiere Pro** – Video editing, sequencing, and content preparation for presentations
- **Environment Dressing & Composition** – Strong eye for layout, scale, and visual storytelling in 3D scenes
- **Real-Time Workflows** – Knowledge of optimising assets and scenes for real-time performance
- **Team Collaboration** – Experience working with directors, designers, and developers in production environments

Portfolio

<https://tceditlimited.com/>

Work Experience

Cityscape Digital / London, UK / Junior Interactive Artist / July 2025 - April 2026

- Supported directors on real-time architectural visualisation projects
- Built environments in Unreal Engine (assets, foliage, composition)
- Modelled Professional quality assets using Autodesk 3DS MAX Quickly and precisely
- Created Blueprints for interactive real-time applications
- Produced sequences in Sequencer (cameras, animation, shot layout)
- Collaborated with teams to refine visuals for presentations and client delivery
- Worked on projects for The Crown Estate and Canary Wharf Group

Virgin Media Gamepad / London O2 Arena / Brand Ambassador / Feb 2023 - Jul 2025

- Represented the Virgin Media Gamepad experience at the O2 Arena
- Engaged with customers, demonstrating features and assisting with use
- Delivered a positive brand experience through direct client interaction
- Supported event operations and ensured smooth customer flow

Warner Bros De Lane Lea / London UK / Work Experience runner / Oct 2025 - Nov 2025

- Assisted with day-to-day studio operations across post-production departments
- Carried out runner duties including errands, client support, and general studio tasks
- Supported staff to ensure smooth running of sessions in a professional environment
- Gained insight into high-end post-production workflows

Contact



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References and letter available