

curriculum vitae_employment_history 25 years working in architecture and visualisation

2015 to 2020_Senior 3D Visualiser

TBA Group

I relocated to London in December 2015 to join TBA's creative department as their full time in-house visualiser. Working closely with the creative team I transform rough sketches and design briefs into visuals across all stages of a project from initial job pitches, fully worked up designs for client sign off through to final visualised content for the event.

2007 to 2015_Graphics and Visualisation Manager

P+HS Architects

I joined P+HS Architects early in 2007 to develop their in-house graphics and visualisation. One of my first major undertakings was working with external designers and the managing director to completely re-brand P+HS. Following on from this, I designed and created an entire set of standard documents, case studies and templates to be used throughout the practice. I worked closely with the design teams at P+HS, from early conceptual design stages to full photographic representations of final designs for planning and marketing, and to give our clients the best possible understanding of our vision for their buildings.

1999 to 2007_Graphics and Visualisation Manager

LSI Architects

LSI Architects hired me in 1999 with the task of introducing the use of visualisation and animation to the practice. I started my employment with LSI knowing nothing about their software or CAD systems. After just a year I had more knowledge about their system and most applications than any other employee in the company.

LSI continue to have a strong visualisation department, now headed up by the same person I tutored to a very high level of competency during my last three years at the practice.

1997 to 1999_Architectural Technician

Pick Everard

I joined Pick Everard as an office junior in April 1997 and continued my degree studies on a part time basis. Soon I became a valued member of the retail department working as a CAD technician on large retail projects, such as Sainsbury's. My various skills used at the office included drawing plans, sections and elevations, along with producing basic visualisations. Seeing the potential for visualisation of these projects, I began my own training and developed this skill in my own time.

1995 to 1997_Architectural Technician

John D Lynch Partnership

Employed as a draftsman to produce hand drawn architectural drawings, I quickly progressed to working on entire projects from site surveys, through planning and into construction.

About me

I would describe myself as a hard working, trustworthy and conscientious individual who is always prepared to keep going to meet deadlines. I have a lot to offer you as an employee. I get extremely focused on a task but am still a great believer in 'team spirit' and am always ready to join in with any venture, be it work, social or sporting.

experience

Visualisation and animation
Revit parametric family creation
Corporate branding
Standard document design
Template creation
Website creation
Graphic design
Photography

software_current

3ds Max 2020
V-Ray Next GPU
iToo Forest Pack
Photoshop
Lightroom
After Effects
Premier
In-Design

software_previous

Revit
Form.Z
Maxwell Render

education and qualifications

1996 to 1999
BA Degree in Architecture
1992 to 1994
BTEC National Diploma in Graphic Design
1987 to 1992
GCSEs - 8 grades A-C