



3D Architectural Visualization & Rendering \ \ VR & Interactive Experiences \ \ Visualization Art Direction & Standards

Profile

14 years of full-spectrum 3D architectural visualization production and architectural design: photorealistic rendering, cinematic animation, real-time VR/AR/interactive experiences, with Project Architect experience and formal architectural design training. Mixed background and experience in traditional architectural design work with heavy specialization in architectural visualization work enables frictionless communication and close collaboration with architectural design teams in service of visualization project goals. Track record of building rendering production pipelines, implementing rendering quality standards, developing cohesive firmwide rendering look/aesthetic, training architectural staff in visualization best practices, and visualization department development and mentorship across multi-office firms.

My objective is to work alongside talented and forward-thinking architectural designers to manage and assists in the production of beautiful visualization media that push the boundaries of what is possible, while also having a significant role in developing and managing a visualization group and/or department with a firmwide impact.

Experience

• MG2

Design Visualization Specialist (2022-present)

- Create and implement MG2's end-to-end 3D visualization pipeline covering still rendering, cinematic animation, and real-time VR/interactive experiences, including workflow architecture, tool management, software/hardware vendor coordination, and cross-platform production standards
- Provide full direction, narrative development, storyboarding, rendering, compositing, and editing on 3D cinematic animation process for flagship projects
- Established, implemented and maintain firm-wide QA and art direction standards for all visualization content, ensuring consistent storytelling, visual quality, and aesthetic standards across 100+ projects/year for both client and public delivery
- Develop and deliver staff training curricula for 7+ 3D visualization/rendering tools across 300+ design staff firm-wide, covering software, workflows, best practices, style guides, and production standards
- Drive R&D initiatives evaluating and integrating emerging visualization technologies, including testing and pocily development surrounding generative AI tools
- Manage a fleet of 15+ VR headsets across 6 regional offices; design and maintain the full production ecosystem supporting interactive virtual tours, walkthroughs, model reviews, client design sessions, and other interactive experiences
- Deliver VR and other interactive or virtual tour presentations and walkthroughs to clients, internal design teams, conference audiences, and public expos and hearings
- the research, evaluation, policy, and best practices behind select generative AI tools
- Provide visualization production support on high-profile or challenging flagship projects

• MG2

Architectural Designer 3 (2021–2022) · Architectural Designer 2 (2018–2021)

- Served as Project Architect on retail, food & beverage, and grocery projects, managing design intent, code compliance, accessibility, energy performance, DD and CD documentation, entitlements, permitting, specifications, and construction administration across all project phases
- Communicated directly with clients, jurisdictions, and stakeholders on design requirements, code compliance, spatial concepts, and accessibility throughout design and permitting
- Produced Revit BIM models, full DD and CD drawing sets, 2D detail sets, entitlement packages, rendering presentations, virtual interactive walkthroughs, and cinematic animations tailored to project and client needs
- Managed collaboration with civil, structural, and MEP consultants in the assembly of DD and CD drawing sets for retail, food & beverage, and grocery projects.



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Experience (continued)

- **Illustrate My Design, LLC**
Project Manager (2016–2018) · 3D Artist (2014–2016)
 - Managed a team of up to 5+ designers and 3D artists producing still renderings, animations, and interactive VR experiences across 100+ architectural and interior design projects
 - Managed daily client communication, incorporating feedback to drive design revisions, maintain quality standards, and strengthen client relationships
 - Produced still renderings, animations, and VR experiences across project scales ranging from large urban developments to detailed interior and furniture concepts; specific work included 3D modeling, texturing, lighting, and rendering
 - Contributed original schematic-level architectural designs and concepts to enhance realism and detail in client visualization projects
- **Freelance 3D Artist + Visualizer**
2013–2014
 - Created renderings and 3D models from client-provided 2D drawings, sketches, verbal briefs, and CAD files
 - Designed and modeled architectural and environmental assets for real-time deployment in Unreal Engine 4 and Unity

Education

- **Master of Architecture, University of Virginia**
2009–2012
- **Bachelor of Design in Architecture, University of Florida**
2005 – 2009, with high honors

Skills & Software

Viz pipeline design
Viz QA & art direction
Viz curricula & staff training
Firmwide viz style development
Software & hardware vendor management
Research & development
Rendering & animation production
Video editing & compositing
Physical model making
Hand drafting
Watercolor & charcoal

3DS Max + V-Ray/Redshift/Arnold
Unreal Engine 5
Blender (Eevee/Cycles)
Enscape · Twinmotion · Lumion
Autodesk Revit & AutoCAD
Rhino / Grasshopper
Adobe Suite
DaVinci Resolve
Generative AI (various)