

3D Artist and Visualisation Specialist transitioning
into cinematic and narrative-led production

Qualifications &
Education

Professional Training &
Ongoing Development

Unreal Engine 5
Cinematics & Real-Time
Workflows
Udemy
(2026 – Present)

Unreal Engine 5
Niagara Automotive and
Motion Graphics
RedefineFX
(2026 -Present)

3ds Max Architectural
Modelling
VizAcademy
(2020)

Alias Class A
Fundamentals
Majenta Solutions
(2018)

Education & Professional
Training

BA Automotive Design
University of Wales
Trinity Saint David
2014 – 2017

BTEC 3D Design
West Herts College
2012 – 2014

About Me

Highly skilled and professionally driven 3D Artist with over six years of experience producing cinematic photorealistic visualisations, animations, and real-time environments across architecture, automotive, and design sectors. Experienced delivering high-end visual content for internationally recognised studios including Foster + Partners, with a strong technical background in real-time workflows, procedural simulations, rendering, compositing, and cinematic storytelling.

Passionate about narrative-led visual production, virtual cinematography, and immersive digital environments, with a growing focus on film, animation, and virtual production workflows. Constantly developing new techniques and technologies to strengthen both creative and technical capabilities.

Technical Skills

3D & Real-time Production

3ds Max | Unreal Engine 5 | Blender | Autodesk Alias

Rendering, Simulation & Pipeline Workflows

V-Ray | Corona Renderer | TyFlow | Phoenix FD | GrowFX | Real-Time Rendering | Scene Optimisation
Environment Assembly

Compositing & Post-Production

After Effects | DaVinci Resolve | Photoshop | Nuke | Motion Graphics | Colour Grading | Multi-Pass
Compositing

Professional Experience

Gil Kersen Design - Freelance 3D Artist & Alias Modeller

2016 - present
Deliver freelance modelling and visualisation work across automotive and design-focused projects, specialising in Alias surfacing, concept modelling, visualisation assets, and 3D print-ready geometry.

Visualhouse - 3D Artist

November 2025 - March 2026
Produce high-end photorealistic still imagery for large-scale architectural and design projects, with a focus on cinematic composition, atmosphere, and visual storytelling.

VMI - 3D Artist

May 2025 - Nov 2025
Created interior and exterior visualisations within fast-paced production pipelines, delivering polished client-facing imagery for commercial and architectural projects.

Foster + Parnters - 3D Artist

May 2022 - May 2025
Produced cinematic photorealistic visualisations and animations for internationally recognised architectural projects at Foster + Partners, specialising in procedural simulation workflows including TyFlow, Phoenix FD and GrowFX.

I-Create Visualisations - 3D Visualisation Artist

March 2021 - February 2022
Produced 3D animations, still imagery, and immersive 360 walkthroughs for residential and commercial developments.

Blacktip Design Consultancy - CAD Technician

February 2019 - June 2019
Produced and amended technical CAD drawings for client projects, supporting accurate design development and technical workflows.

Personal Interests

Photography, cinematography, automotive culture, real-time rendering, environment design, and creative fabrication projects.