SHAYAN SHAMLOU

shayanshamlou@gmail.com | LinkedIn Profile | +98 912 5544 873 (WhatsApp) | Tehran, Iran | Portfolio (PDF) | Website
Seeking relocation to Australia | Employer-sponsored visa (Subclass 482)

EXECUTIVE SUMMARY

A Senior 3D Artist with 12 years of experience in photorealistic architectural visualisation, specialising in hotel and competition projects for international architecture practices. A hybrid-workflow specialist who combines 3ds Max, Corona and Photoshop with AI-assisted storytelling to deliver hotel visuals in days instead of weeks, and who builds custom production tools with Claude Code. Published in 3D World magazine, with competition visualisation at Foster + Partners (London) and a current full-time role at Venturi Architects (London).

CORE SKILLS

Photorealistic Architectural Visualisation • Hotel and Competition Visualisation • Hybrid CGI Workflow • AI Cinematic Production • Tooling and Scripting (Claude Code) • Real-Time Animation (Unreal Engine)

PROFESSIONAL SKILLS DEMONSTRATED

VENTURI ARCHITECTS, London, UK
2023 to 2024; May 2026 to Present, full-time (remote)
A five-person London architecture studio specialising exclusively in hotel design and renovation, with projects in London and Milan for international hotel brands.

Senior 3D Artist

- **Hotel and Competition Visualisation:** Produces photorealistic visuals for 5+ hotel design and renovation projects for the Novotel and ibis brands in London and Milan, each with 7+ shots, setting lighting, materials and atmosphere for every shot. E.g. an international design competition for the Architecture and Design Museum Helsinki (2024).

FOSTER + PARTNERS, London, UK
Sep 2022 to Aug 2023 (in-office)
A global architecture and design practice founded by Norman Foster in 1967, known for sustainable architecture, urbanism and engineering, with 1,500+ staff. London office; one of a five-person team on international competitions.

3D Artist

- **Photorealistic Architectural Visualisation:** Produces 10+ high-end exterior renders and animations for large-scale international competitions. E.g. high-rise towers in the Middle East, private-island developments and international airports (work confidential).

HARIRI PONTARINI ARCHITECTS, Toronto, Canada
2021 (1 month), remote contract
A 130-person Toronto architecture and urban design practice working across cultural, academic, mixed-use, residential, healthcare and commercial projects.

3D Artist

- **Photorealistic Architectural Visualisation:** Built a photorealistic simulation of an entire public park in Toronto with 3ds Max and Forest Pack, scattering multiple plant species to match the design concept.

MORPH STUDIOS, Auckland, New Zealand
Oct 2024 to Present, project-based
An architectural visualisation studio producing pre-construction visuals for New Zealand architects and developers.

Senior 3D Artist

- **Hybrid CGI Workflow:** Combines a 3ds Max and Corona base with Photoshop compositing and AI-assisted montage. E.g. 3 shots for a hotel project for The Sebel in New Zealand (2026), delivered in under 6 days instead of the usual 2 to 3 weeks.
- **Coaching:** Coached 4 to 5 junior artists (2025) and gave art feedback.

REDFOX DIGITAL STUDIO, Remote
2014 to Present
A freelance architectural visualisation studio serving architecture clients in the UK, Canada and New Zealand, working since 2014 across exterior, interior and animation projects.

Founder and Senior 3D Artist

- **Photorealistic Architectural Visualisation:** Delivers 50+ photorealistic exterior, interior and residential villa renders and animations for international clients, with controlled lighting, materials and composition. E.g. wrote tutorial articles for 3D World magazine (2020 to 2021) on lighting, scene atmosphere and landscaping.
- **AI Cinematic Production:** Produced a 60-second narrative animation for a client with an end-to-end prompt-driven pipeline (Midjourney, Gemini, AI video tools); available to demonstrate directly.
- **Tooling and Scripting:** Builds and debugs custom 3ds Max scripts with Claude Code to automate repetitive production tasks.
- **Real-Time Animation:** Created a personal cinematic architectural animation in Unreal Engine ("Grey Lynn"), viewable in full on the portfolio website.

RELEVANT PROJECTS

- **Real-Time Animation (D5 Render):** Animated shots for one Morph Studios project.

EDUCATION

B.Eng., Mechanical Engineering. Pardis University (2011 to 2013)
Associate Degree, Automotive Mechanical. Pardis University (2009 to 2011)

Additional Professional Development:

- Architectural AI Filmmaking (course completed), Render Camp (2026)

OTHER RELEVANT INFORMATION

Languages: Persian (native); English (IELTS preparation in progress)
Publications: 3D World magazine, 2020 to 2021: cover feature (issue 259) and tutorial articles written by me (issues 266, 269, 270, 273, 275, 281; 3D Art & Design Annual 2021)
Recommendations: 2 available on LinkedIn
Technology: 3ds Max, Corona Renderer, Forest Pack, Phoenix FD (basic), Adobe Photoshop, Premiere Pro, DaVinci Resolve, Illustrator, InDesign, Claude Code, Midjourney, Gemini, Magnific, D5 Render (basic), Unreal Engine (cinematic animation)