Ruben O'Connor

Architectural Visualiser

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Architectural Visualiser with professional freelance and studio experience producing production-ready 3D models and photorealistic renders for architectural design teams and client-facing presentations. Strong background in architectural modelling from CAD and site data, lighting, materials, and composition, and procedural workflows. Experienced in working independently from brief to delivery while collaborating with designers, visualisers, and clients under real project constraints.

Experience

Freelance Architectural Visualiser - *AREA Windsor* | Jun 2024

- Produced optimised architectural 3D models and draft photorealistic renders for internal reviews and client pitch material.
- Prepared scene layouts, cameras, lighting, and compositions, contributing to early-stage design development and client-facing visuals.
- Implemented design revisions and client feedback in collaboration with the architectural team.

Freelance Architectural Visualiser - *4RealCreative* | Sep 2023

- Created accurate architectural models from CAD drawings and site information.
- Delivered clean, production-ready geometry for studio visualisation pipelines.

Heritage Visualisation Assistant - *University-Funded Contract* | Mar–Jun 2023

- Produced historically informed 3D reconstructions for a conservation project.
- Processed and cleaned LiDAR data to generate accurate spatial geometry in partnership with Historic England.

Freelance Architectural Visualiser - *Upwork* | Dec 2023

- Modelled a detailed architectural project from plans and references.
- Communicated directly with the client to clarify requirements and deliver to brief.

Education

BA (Hons) CGI & VFX - Solent University | 2022–2025
 Awarded "Best Technical Art" (2025)

Technical Skills

Primary Tools
 3ds Max · Blender · Corona Renderer · V-Ray · Photoshop

Core Strengths
 Architectural modelling from CAD · Photorealistic lighting & materials ·
 Procedural modelling (Geometry Nodes) · Clean topology · PBR workflows

Supporting
 Unreal Engine 5 · Datasmith · SketchUp · AutoCAD · RailClone

Additional

- *Developing procedural tools and shader libraries to optimise ArchViz workflows*
- *Exploring real-time visualisation pipelines using Unreal Engine*

Core Competencies

- *Architectural visualisation for design communication*
- *Visual storytelling for architectural concepts*
- *Technical problem-solving and systems thinking*
- *Iterative design and feedback integration*
- *Client communication and freelance collaboration*
- *Independent project execution from brief to delivery*