Adrian Lamour

Portfolio Website: https://growmotion3d.co.uk/portfolio/
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Professional Summary

Passionate and results-driven 3D Artist / Spatial Designer, Developer, Content Creator, and Educator. Equipped with both creative and technical skills, I specialise in delivering exceptional design communication aligned with project/brand, and client/stakeholder goals.

Career History

3d Visualisation Artist / Interactive & Web Developer / Spatial Designer
Growmotion 3D July 2015 - March 2024
- 3D Design of Architecture, Interiors, and Branding Elements
- 3D visualisations for architecture, interiors, and furniture projects
- Developed lighting, materials, and post-production enhancements for renderings
- Interactive VR content, including 360 panoramic tours and walk-throughs using Game Engines
- Delivered presentations to clients and stakeholders
- Guided creative direction, including storyboarding and conceptual interior design
- Developed real-time pipelines (character mocap data (X-Sens) into Unreal Engine)
- Developed websites using modern front-end technologies such as HTML5, CSS3, JavaScript, and Three.js to create engaging user experiences

3ds Max and Design Visualisation Instructor
Learn 3D (Autodesk ATC) August 2016 - March 2017
- Presented part-time courses in 3ds Max Fundamentals and Lighting
- Prepared of course material and presentations
- Evaluated students work and progress

3D Designer / 3D Visualisation Artist
Dakota Design November 2013 – June 2015
- Modelled and rendered detailed retail interiors, furniture, and products as part of the design and build team, on projects including retail, and hospitality projects
- Conceptual design development and 3D design consultation
- Collaborated with colleagues, and developed systems and workflows to increase efficiency, and improve quality

Contract 3D Visualiser
Agency One Two Six / Interbrand Sampson January 2012 – September 2012
- Rendering projects including Architecture and Interiors, and Interior Branding
- Work on 3D illustrations of brand design rollouts for banks and offices

Contract 3D Visualiser
ARUP SA January 2008 – March 2008
- 3D Visualisation of Gautrain Midrand Station and surrounding urban areas
- Assisted architects and engineers on a multidisciplinary team with design and concept studies, presentations, and diagrams

Contract 3D Visualiser
ARUP – Crossrail February 2007 – August 2007
- Assisted architects on a multidisciplinary team with design and concept studies, presentations, and diagrams of 3 stations on Crossrail project (Paddington, Tottenham Court Road, and Bond Street Stations)

3D illustrator- Architectural and Interior Visualisations
Free-Lance 3D Artist April 2003 – January 2007
- 3D Visualisation of Architecture, Interiors, Furniture, and
- Architectural Draughting
- Building Websites with Adobe DreamWeaver

Graphic Designer / Researcher within Urban Design Group
Alan Baxter & Associates September 2002 - February 2003
- Designed DTP Layouts for reports
- Built 3D Models and generated illustrations (structural designs, topography)
- Researched and compiled information on various aspects of the urban framework of proposed or existing areas (for example: Land Usage, Flows of Movement, Transport, Services, Amenities, Geography, …) and created graphical depictions of this information

Volunteer
Community Technology (Comm-Tech) 2002 (January – August)
- Volunteered at a Community College and computer recycling and re-use charity organisation.
- Tested and installed computers and other hardware, assisted students, and created promotional material

Architectural Draughting and Design
Aubrey Lamour - Architectural Design and Draughting Services November 1998 - September 2001
- Designed additions and alterations to existing residential structures
- Created detailed working drawings of projects including: residential, commercial and retail developments, in accordance with Building Regulations
- Oversaw the Council Submission and Approval process for some projects
- Created 3D presentations (stills and animations) of proposed developments

Primary Tools / Software:

3D Modelling Tools:
- 3ds Max
- Blender

CAD & Sketch Design:
- AutoCAD
- Sketchup
- Revit

Rendering:
- V-Ray
- Lumion
- Twinmotion

Post-Production:
- Adobe Photoshop
- After Effects
- Adobe Premiere

Photogrammetry:
- Agisoft Photoscan
- Luma AI
- RealityCapture

Realtime Rendering / Interactive Content Creation / VR/AR:
- Unreal Engine
- Unity

Web Development & 3D Web Content:
- Three.js
- HTML
- CSS
- Bootstrap
- Tailwind
- Javascript
- React

Education
- Game Development with Unreal Engine 5 - Incas Training, 2021
- Unreal Virtual Training - 3dstudio.nl, 2020
- Revit Architecture Essentials - Micrographics, 2020

Certifications
- 3ds Max Certified Professional - Learn 3D / Autodesk, 2015
- V-Ray Licensed Trainer - Learn 3D / Chaosgroup (2017-2018)