

3D Rendering ■ Virtual Reality ■ Animation**PROFESSIONAL PROFILE**

During his 20 years of practice, Colin has dedicated his career to the advancement of architectural design through photo-real renderings, animations, and virtual reality. With a focus in allowing clients to better understand the complexity of design involved in healthcare architecture, Colin has brought the architecture and interior design of his projects to life, before the project even breaks ground. His background in architecture, combined with his passion for art, technology, photography, and learning provide a balance of technical accuracy and artistry in his work.

PROFESSIONAL EXPERIENCE

Senior Associate, CallisonRTKL, Dallas, TX

July 1999 - October 2019

While at CallisonRTKL, Colin was responsible for managing and creating all architectural visualizations for the Dallas Healthcare sector. He collaborated closely with architects and interior designers to visualize designs, communicate intent, prepare for user group meetings and presentations, and manage the scheduling of multiple project deadlines concurrently. Projects varied in size from renovations at less than 10,000 SF to replacement hospitals and campus master plans at over 1.1 million SF.

For a single project (UT Southwestern Clements University Hospital), Colin produced over 200 images for presentations to executive hospital leadership and lead VR walkthroughs to assist with the planning and layout of the operating suites.

ADDITIONAL RESPONSIBILITIES

- Contribute to design process
- Create supporting presentation graphics
- Research new presentation technologies
- Enhance/Fix Revit or Sketchup models for high quality rendering
- Model 3D accessories to enrich renderings
- Generate realistic materials from reference
- Set up lighting scenarios to best highlight design
- Create interactive VR presentations
- Blueprint scripting in Unreal Engine for customization of VR
- Generate 360 Panoramic Tours
- Edit video/animations and add motion graphics
- Manage digital model/texture library for office
- Office expert on 3D and post processing - helped with troubleshooting or consulting
- Participated in firmwide 3D roundtable
- Tutor staff in 3D Rendering and Post Processing
- Manage outsourcing process
- Architectural Photography
- Office Headshot Photography
- Coordinate and Manage 3D team

EDUCATION

Bachelor of Environmental Design, Texas A&M University 1997

SKILLS

Autodesk 3DS Max / Vray / SketchUp / Adobe Photoshop / Adobe After Effects / Unreal Engine / HTC Vive / Photography

PORTFOLIO

colindavis.myportfolio.com