Kevin Maher

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Personal Profile

Experienced Senior CGI Artist with over 13 years creating photo-realistic interior visualisations for high-end hospitality and residential spaces, with transferable expertise in furniture, kitchen, and bathroom visualisation. Proficient in 3DS Max, VRAY, Corona, and Photoshop, with a strong foundation in modelling, lighting, and material development. Adept at managing multiple fast-paced projects to deadline while liaising directly with clients and internal teams. Passionate about visual storytelling, with a keen eye for detail and a positive, problem-solving attitude.

Professional Experience

CGI Artist

Carroll Design - Interior Design, Manchester | February 2012 - Present

* Sole in-house visualiser creating photo-realistic CGI of interior spaces, focusing on precision and realism.
* Produced visualisations for clients including San Carlo, Fazenda Rodizio, Victor's, Gino D'Acampo, and Piccolino.
* Visualised high-end furniture, kitchens, and bathrooms, working from CAD plans, mood boards, and spec sheets.
* Collaborated with designers and directly supported client decision-making with timely visual outputs.
* Managed tight project schedules and juggled concurrent deadlines across a fast-paced studio.
* Software used: 3DS Max, VRAY, Corona Renderer, AutoCAD, Photoshop, Marvelous Designer, MaxTree, Forest Pack, Illustrator.
* Also led company branding, graphic design, and web development efforts.

CGI Artist

TEN - Creative Agency, Manchester/Cheshire | February 2009 - 2012

* Produced architectural and product visualisations using 3DS Max with Mental Ray, iRay, and VRAY.
* Supported digital design projects and took on client-facing responsibilities within a multidisciplinary team.
* Participated in front-end web development using PHP, HTML/CSS, JavaScript, and MySQL.

Education

BA (Hons) 3D Design

Manchester Metropolitan University, Manchester | 2001 - 2004

Specialised in furniture design using hardwood, cast plastic, and cast concrete.

Skills

* Rendering & Modelling: 3DS Max, VRAY, Corona Renderer, Marvelous Designer, Forest Pack, MaxTree
* Graphics & Post-Production: Adobe Photoshop, Illustrator, InDesign, Filter Forge
* Additional Tools: AutoCAD, basic knowledge of Substance and After Effects

* Web Development (past experience): PHP, HTML, CSS, JavaScript, MySQL
* Strong time-management, attention to detail, and collaborative communication

Certifications & Qualifications

* Diploma in Art
* 4 A Levels
* 11 GCSEs

Interests

Founder of an Audi TT owners club. Driveway mechanic restoring a 1982 BMW motorcycle. Enthusiastic about skateboarding, snowboarding, and golf.