GABRIEL SAUNDERS

July 2025

Job Description

Architectural Visualiser

6 Month Contracts and Full Time Roles Available

Gabriel Saunders is looking for an Architectural Visualiser who is passionate about architectural imagery to join our talented team. The Architectural Visualiser will work as part of the studio team to produce high quality rendered images.

You will work collaboratively with our Stylists, Photographers, Post Production Artists, Modellers, other Visualisers and Creative Directors to create beautiful imagery.

About Us

Gabriel Saunders has established itself as an industry leading visualisation studio specialising in architectural visualisation and interior styling. Our tailored approach and cross-disciplinary team create a unique offering for our clients - creating captivating visual narratives grounded in reality. Our methodology provides our studio the creative freedom to challenge our clients expectations and produce stunning and successful outcomes for their projects.

We work with the world's leading architects, interior designers, branding agencies, photographers and developers to conceptualise beautiful designs. We believe in dynamic careers and nurturing people's strengths and interests through work-life balance, varied opportunities and experiences.

The Position

The successful candidate will develop a strong design aesthetic working on an enviable pipeline of projects across a variety of industries. The Visualiser is responsible for leading and managing the creation of curated suites of photorealistic visualisations of projects, taking ownership of each milestone and ensuring the highest quality output that meets client expectations and GS standards. The role involves a balance of project management and visualisation accountabilities, requiring the Visualiser to strategically plan, execute, and collaborate with internal teams and stakeholders to deliver exceptional results.

There are five primary accountabilities for this role:

1. Photorealistic Visualisation Creation
Create photo realistic interior and exterior still and / or moving visualisations of projects to client briefs, GS standards, styling team and Team Leader - Environment expectations.

2.Research, Reference Gathering, and Analysis
Conduct extensive research to gather relevant references for all elements of the visualization, including materials, furniture, and architectural details, actively seeking out real-world references to enhance the realism and accuracy of the visualisations

3. Technical, Contextual, and Real-World Understanding
Effective application of space and time elements to specific site locations ensuring appropriate representation of real world conditions.

4. Project Ownership - Planning, Execution, and Milestone Management
Take full ownership of the project from start to finish, with the collaborative support of your team. Proactively drive progress by taking initiative, coordinating with team members, and addressing any issues that arise to keep the project on track.

Gabriel Saunders P/L

—Address
227 Moor St
Fitzroy Victoria 3065
Australia

—Telephone
+61 3 9419 4482

—Email
info@gabrielsaunders.com.au

—Website
gabrielsaunders.com.au

—ABN
15 145 739 984

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5. Quality Assurance and final Sign-off
Take full responsibility for the quality of the entire project at every stage, conducting thorough quality checks and ensuring consistency across all elements, including those created by other team members.

The skills and experience the ideal candidate will bring to the role:

•Competent with 3DSMax and Corona Renderer
•Excellent architectural modelling skills (organic modelling skills a bonus)
•Curiosity
•Excellent communication
•Research and analytical skills
•Responsive and adaptable
•Problem solving skills
•Genuine commitment to craftsmanship and a keen eye for detail
•Ability to understand and interpret architectural drawings
•Background or interest in Architecture and styling (strong design aesthetic)
•Motivation to produce great work
•Experience with Animation
•Art Direction skills (bonus)
•Experience with Realtime rendering applications such as Chaos Vantage and Unreal Engine (bonus)

Gabriel Saunders offers:

• Work with leading local and global design teams on exciting projects.
• Encouraging, creative, open, diverse and motivated studio environment and culture.
• Commitment to work-life balance including flexible working arrangements.
• Perks such as paid birthday leave, 2 weeks paid parental leave and beautiful studio in the heart of Fitzroy, Melbourne.
• Globally recognised studio.

To Apply for this Role

Email your cover letter, CV and folio to: jobs@gabrielsaunders.com.au
Please title the email "Architectural Visualiser Application" and stipulate if you are interested in a Full Time or Contract Role.

Please answer the below questions in your application:

1. Every studio has its unique visual language. How do you typically approach understanding and adapting to a new studio's aesthetic standards?

2. If you had all the time and knowledge available, provide a photograph you would love to recreate digitally. Describe why - would you match it exactly or use it as a starting point for inspiration?

3. Architectural visualisation is a role where many skills are required, to use real world analogies - builder, photographer, architect, interior designer, product designer, landscaper, lighting designer, software developer, project manager to name a few. If you had to choose one area to become an absolute master of, and could only do that, which would it be and how would you go about learning it.