

October 2025

Job Description

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3D Architectural Modeller

Salary \$65,000 - \$80,000

Gabriel Saunders is seeking a full time 3D Architectural Modeller who is experienced in exterior rendering and is passionate about architectural visualisation to join our growing Fitzroy team. You will work collaboratively with our Stylists, Photographers and Visualisers to create outstanding work.

About Us:

Established in 2010, Gabriel Saunders is a multidisciplinary visualisation studio recognised by our clients, peers, developers, architects and brand agencies as an industry leader. Alongside our talented team, we collaborate with some of the world's most talented designers and artists to create an artistic design aesthetic embedded in the principles of realism. We believe in dynamic careers and nurturing peoples' strengths and interests.

The Position:

We are looking for a talented 3D Architectural Modeller to join our studio in Fitzroy. Our studio defines a 3D Architectural Modeller as someone that is a 'builder' - holding an in depth knowledge of construction and materiality is a must. The role of 3D Architectural Modeller is highly valued in our studio and we consider it the most important part in the visualisation process. This role is a full time position in our studio, with the possibility to move to a flexible in studio/work from home model.

In return, we offer an exciting and rewarding opportunity to join us at an exciting point of our development. We're looking for someone who wants to grow professionally and creatively within our friendly studio environment.

Why work for GS?

- Work with leading local and global design teams on exciting projects.
- Encouraging, creative, open, diverse and motivated culture.
- Globally recognised studio - Winner of 'Best Rendering Studio', Architizer Awards 2021.
- Work life balance, social events and hybrid working arrangements.
- Opportunity to work autonomously.
- Access to ongoing professional development and career progression.

Responsibilities:

This role will involve modelling projects from architectural documentation packages. The successful applicant will be solely responsible for modelling the majority of studio projects.

Gabriel Saunders P/L

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March 2024

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Skills and experience the ideal candidate will bring to the role:

- In-depth knowledge of construction and materiality.
- The ability to understand construction documentation drawings.
- Interior and Exterior scene modelling experience.
- Proficiency in 3D modelling using 3D Studio Max.
- Millimetre level of attention to detail - literally millimetres.
- Strong communication skills.
- Capability to construct accurate 3D models with the finest details.
- A passion for design and architecture.
- Knowledge of RailClone and CAD.
- We value individuals who are open to learning new methods and techniques, in the ever-evolving world of 3D modelling, being adaptable and eager to embrace new challenges is a significant asset.
- You will draw passion from presenting beautifully crafted architectural models: shadow lines to all junctions, fillets to all materials, road/curb/footpath modelling with great detail. Within 3D Studio Max your models will be 'clean'; aligned, snapped and modelled in a non destructive manner, all within an organised layer system.

Bonus skills:

- Demonstrated ability to create high quality architectural visualisations.
- Advanced knowledge of leading rendering packages: V-Ray and/or Corona.
- Organic modelling skills: furniture and decorative items.
- Marvelous Designer experience or similar for creation of soft furnishings.
- Grow FX experience for custom vegetation growth.
- Experience with parametric modelling plugins such as RailClone.

Gabriel Saunders offers:

- Work with leading local and global design teams on exciting projects.
- 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:

To apply to this role, please title the email '3D Architectural Modeller Application' and send your cover letter and resume to jobs@gabrielsaunders.com.au

In your cover letter please include an answer to the following questions:

1. Working closely with other team members is common in 3D modelling. How did you contribute to a successful outcome by ensuring alignment?
2. How do you ensure the accuracy and quality of your 3D models? Can you describe your process for reviewing and refining your work to ensure high quality?
3. How do you keep up with the most recent developments and trends in 3D modelling?
4. Our core values are Integrity, Quality, Collaboration and Knowledge - briefly describe how these resonate with you.

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