

STEWART MILLARD

3D ARTIST / DESIGNER

CONTACT

stewartmillard.com
design@stewartmillard.com
07894520985

EDUCATION

Havering college of
further & higher education
HND Graphic Design (2000 - 2002)
HNC Graphic Design (1999 - 2000)
BTEC National Diploma
Graphic Design (1997 - 1999)

SOFTWARE CURRENTLY USED

3DS MAX 2024
VRAY 7
CHAOS VANTAGE
SKETCHUP 2023
SKETCHUP LAYOUT 2023
AUTOCAD 2025
REVIT 2025
PHOTOSHOP 2025
INDESIGN 2025
ILLUSTRATOR 2025
PREMIERE PRO 2025

TRAINING

5 day course with Symetri (Jul 2022)
Revit 2022, 3Ds Max 2022, Vray,
Sketch Up and Twinmotion 2022

Online courses with Udemy (Sept 2022)

3ds Max: Model High-Poly Assets
3ds Max: Advanced Arch Viz Interior Projects
3ds Max: Ultimate Architectural Exteriors Course

ABOUT ME

A passionate and versatile creative professional, I bring a proactive and positive approach to every project. A resourceful team player who thrives on challenges and consistently delivers high-quality work within deadlines. I thrive in collaborative environments, contributing to a shared vision. With 21+ years of retail experience spanning graphic design, visual merchandising, architectural visualization, and concept design, I've honed my skills through diverse projects and collaborations. I'm committed to both my own professional development and sharing my knowledge to empower those around me.

EXPERIENCE

Jan 2025 - Current

Dr Barbara Sturm (Freelance) -

3D Visualiser & Designer / Global VM & Store Design

As a freelancer at Dr. Barbara Sturm, I collaborate closely with the Heads of Visual Merchandising and Store Design to develop and execute innovative design solutions. In this role, I have created designs for global campaign pop-ups, window displays, and in-store touchpoints, guiding concepts from initial brief to detailed design intent drawings. This fast-paced environment demands strong communication skills and coordination with supporting creatives to ensure timely delivery and high-quality execution.

April 2018 - Jan 2025

John Lewis & Partners -

3D Visualiser & Designer / Brand & Store Experience

In this role I collaborated closely with a team of six designers to develop in-store concepts encompassing a diverse range of product departments and service areas. I frequently participate in initial scoping meetings to understand commercial objectives and contribute to shaping our creative response. This often involves engaging in design sprints with colleagues from Store Proposition, Buying, Space Planning, Visual Merchandising, and Graphic Design. Through cross-functional collaboration, we establish clear roles, responsibilities, and project timelines, ensuring alignment and a shared understanding of expectations to meet deadlines and deliver exceptional results.

Beyond supporting the concept team, I provide assistance to store planners, visual merchandise designers, interior architects, and commercial managers. This support includes 3D visualisation and design support including graphic design tasks such as creating presentation decks for senior stakeholder meetings.

Throughout my career, I have consistently met tight deadlines by maintaining a professional, positive, and productive approach. I prioritize clear communication with clients, providing regular updates on project progress and proactively managing expectations. My ability to juggle multiple projects simultaneously is a key strength. When necessary, I have effectively collaborated with external partners to ensure project success, overseeing aspects such as briefing, quality control, timelines, and budget adherence. I value building strong relationships with external designers and visualisers, which enables me to confidently rely on their support during peak periods.

Utilising my key strengths in 3D Visualisation, I have translated a wide range of conceptual inputs—from hand sketches and verbal briefs to mood boards—into compelling 3D visualisations. These visuals effectively capture the designer's

STEWART MILLARD

3D ARTIST / DESIGNER

CONTACT

stewartmillard.com
design@stewartmillard.com
07894520985

intent, serving as a catalyst for further development and uncovering unforeseen opportunities. My recent focus on real-time rendering has significantly enhanced the design process, enabling us to interactively explore and iterate within a 3D environment.

Furthermore, I oversee the management and optimization of 3D assets, both internally created and externally sourced, to ensure quality, efficiency, and cross-team compatibility. I maintain a strong awareness of emerging software, hardware, and workflow enhancements, as evidenced by my successful implementation of the V-Ray render engine, which included securing funding, deployment, and comprehensive training for the design team.

Looking ahead, I'm keen to advance the team's capabilities through the adoption of real-time visualization, VR and the integration of AI-powered tools such as Midjourney and Chat GPT.

August 2013 - April 2018

John Lewis & Partners -

3D Visualiser / Store Design Interiors

In my role, I collaborate closely with our Interior Architects, transforming their design intent drawings and models into photo-realistic visuals that effectively communicate ideas. This experience has honed my ability to interpret architectural references, CAD plans, and elevations. Notably, I spearheaded the introduction of VR to our team, which was met with enthusiasm and has significantly enhanced our clients' understanding of designs and spatial relationships.

December 2008 - August 2013

John Lewis & Partners -

Visual Merchandising Designer

As part of a four-person design team, I contributed to the creation of retail windows and internal store space concepts, overseeing the process from initial brief to final manufacture. We utilized SketchUp and Photoshop for visualization, and the role demanded a high level of creativity, trend awareness, and competitor analysis. I actively participated in ideation sessions, contributing to the selection and development of the most promising ideas into polished concepts, ready for presentation and sign-off.

June 2003 - December 2008

John Lewis & Partners -

Graphic Designer

Within a team of three graphic designers we were responsible for the production of store POS and our internal equipment catalogue.