



JAGAT MAHAY

Senior 3D Artist · Visual Storyteller · 3D Lead Production Head

PORTFOLIO →

All work displayed on this profile are done by Jagat Mahay



WHO AM I

I bridge the gap between design ambition and technical execution, combining over a decade of experience in visualization, production leadership, and real estate development. Having led multidisciplinary teams and delivered projects from concept through construction, I specialize in transforming complex ideas into clear, compelling visual experiences.

ABOUT ME

Since 2012, I've been shaping light, form, and imagination into compelling visual stories. In 2021, I became a Senior 3D Artist but my true pursuit goes beyond titles.

I create worlds that transform ideas into experiences, where technology becomes art and the ordinary turns extraordinary.

My work is driven by one mission: to captivate audiences and reveal the unseen beauty of imagination made real.

WHAT I DO



ARCHITECTURAL
VISUALIZATION

3D rendering and animation
Exterior and Interior Design



ENVIRONMENT DESIGN

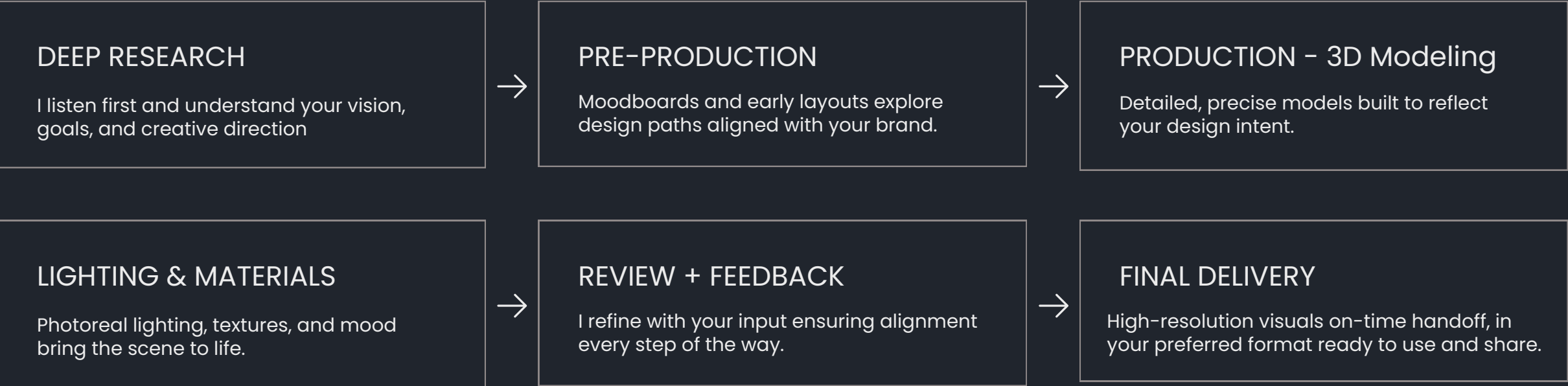
Storytelling through environments



GAME DEVELOPMENT

Concept design and development

THE PROCESS



EXTERIOR ARCHVIZ GALLERY

Architectural visualization gallery presentation from some of my selected works. If you would like to see more of my work feel free to visit my websites.

vizcraftdesign.com  jagart.net 



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RESIDENTIAL ARCHITECTURE



From luxury villas and waterfront communities to large-scale mixed-use developments, I help create architectural visualizations that help clients communicate design intent, support decision-making, and present future spaces with clarity and confidence. Every image is crafted to balance architectural accuracy, atmosphere, and commercial impact.

Beach front community - Dubai South - Azizi Venice



Meydan, Dubai - Azizi Developments



By combining multiple viewpoints, consistent art direction, and realistic environments, I help clients present the full value of their project with clarity, confidence, and impact.



A selection of residential projects delivered throughout my career, ranging from boutique developments and waterfront communities to large-scale mixed-use residential districts.

Working closely with architects, designers, and development teams, I created visualizations that communicated architectural intent, materiality, scale, and lifestyle aspirations across various stages of design and marketing.

Software: 3ds Max • Corona Renderer • Photoshop

Role: Architectural Visualization • Design Collaboration • Art Direction • Presentation Imagery

Al Furjan Dubai



Casa Grand - Deira Islands, Dubai - HAO Architects



Riviera Community - Meydan, Dubai - Azizi Developments





COMMERCIAL ARCHITECTURE



Lamborghini Tower - Tashkent, Uzbekistan - HAO Architects







Developed in collaboration with the project architect, this conceptual tower visualization supported the design development process by translating early architectural ideas into compelling visual narratives. Particular attention was given to massing, facade expression, urban context, and the tower's relationship with the surrounding skyline.

MASTER PLANNING + URBAN DESIGN



Specializing in the visualization of large-scale urban developments, mixed-use communities, and waterfront masterplans. Collaborating with architects and planning teams, I help create imagery that communicates scale, connectivity, landscape integration, and the overall vision of a development.



INTERIOR ARCHVIZ GALLERY

Interior design visualization gallery presentation from some of my selected works. If you would like to see more of my work feel free to visit my websites.

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INTERIOR DESIGN



A high-end penthouse visualization showcasing luxury waterfront living in one of Dubai's most prestigious locations.

Created in collaboration with the design team at Azizi Developments, the imagery focuses on capturing the relationship between architecture, interior comfort, and uninterrupted views of the Arabian Gulf and Dubai skyline.



Software: 3ds Max • Corona Renderer • Photoshop

Role: Architectural Visualization • Design Development Support • Lighting & Atmosphere Creation



A collection of residential interior visualizations developed in close collaboration with interior designers and engineering teams. These images were created to support design reviews, material selection, and client presentations while accurately reflecting the intended look and feel of each space.

Software: 3ds Max • Corona Renderer • Photoshop

Role: Architectural Visualization • Material Development • Lighting & Mood Creation • Design Coordination • Presentation Imagery



A selection of residential interior visualizations developed in close collaboration with interior design teams, architects, and technical engineers. Each image was created to accurately communicate design intent, material selections, lighting concepts, and spatial qualities throughout the design development process.

Working closely with multidisciplinary teams, I translated design documentation, technical requirements, and interior concepts into photoreal visualizations that supported client presentations, design reviews, and decision-making.

Software: 3ds Max • Corona Renderer • Photoshop

Role: Architectural Visualization • Material Development • Lighting & Mood Creation • Design Coordination • Presentation Imagery



COMMERCIAL SPACES



A contemporary workplace designed from the ground up for NEO Group's entry into the UAE market. The project focuses on brand identity, spatial clarity, and user experience, transforming an empty shell into a modern corporate environment. Currently under construction.

Software: 3ds Max • Corona Renderer

Role: Concept Development • Interior Design • Architectural Visualization



A conceptual redesign for LALA Records in Jakarta, envisioned as a hybrid retail and social destination centered around music, culture, and community. Developed without existing visual references, the project explores an original architectural and interior design direction that reimagines the traditional record store experience.

The design combines hospitality-driven principles, warm materiality, and curated display systems to create an engaging and immersive environment. Visuals were produced using 3ds Max and Corona Renderer, with a focus on realistic lighting, material authenticity, and atmosphere-driven storytelling.

Software: 3ds Max • Corona Renderer • Photoshop

Role: Concept Development • Architectural Design • Interior Design • Architectural Visualization • Art Direction



This project explores a contemporary waterfront hospitality environment developed entirely in Unreal Engine 5. The visual narrative focuses on creating a seamless dialogue between interior and exterior spaces through expansive glazing, warm material palettes, and carefully orchestrated lighting conditions.

Leveraging Unreal Engine 5's real-time rendering capabilities, the scene was optimized using physically based materials, dynamic global illumination, and cinematic camera compositions to achieve a highly immersive and photoreal visual experience. Particular attention was given to spatial atmosphere, material authenticity, and natural light interaction to enhance the perception of luxury and comfort.

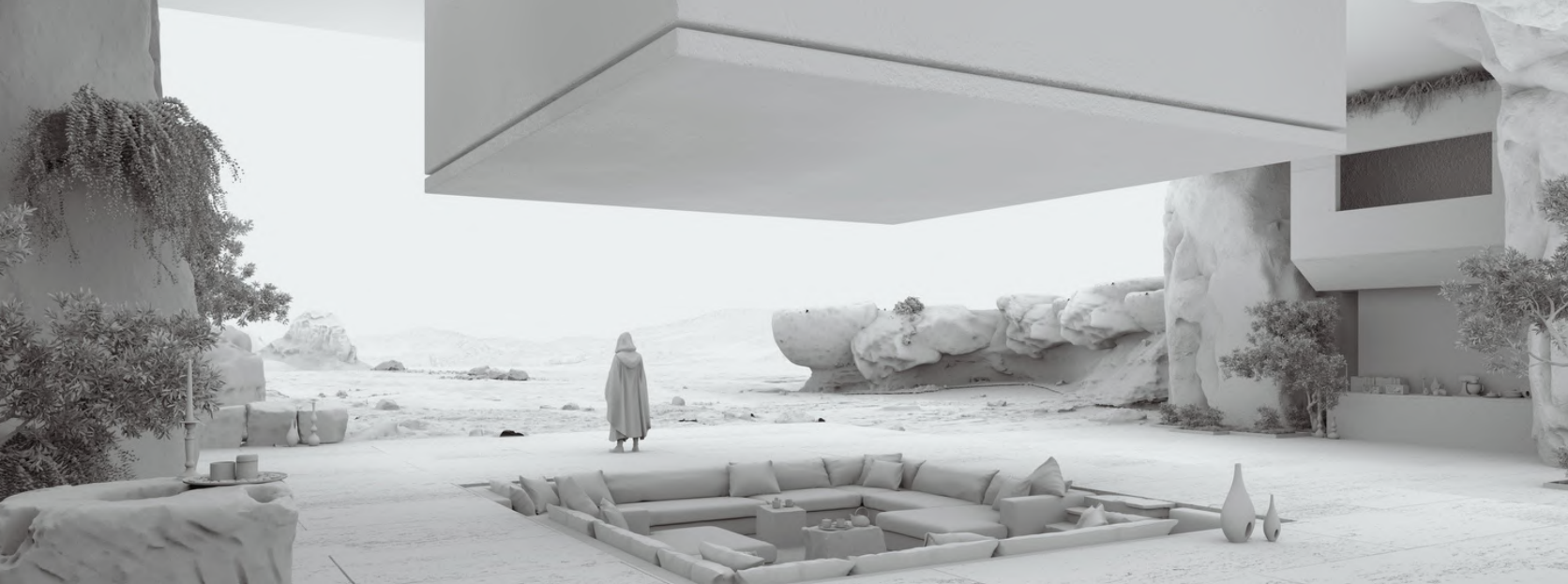
CREATIVE PROJECTS



Inspired by the visual language and monumental scale of the Dune universe, this personal project explores the relationship between architecture, landscape, and atmosphere through a cinematic lens.

The concept combines minimalist architectural forms with naturally sculpted desert environments, creating a sense of solitude, scale, and timelessness. Particular focus was placed on composition, lighting, and environmental storytelling, using architecture as a framing device to reinforce the emotional impact of the landscape.

Developed in 3ds Max and Corona Renderer, the project integrates high-resolution scanned assets and terrain data to achieve a grounded level of realism while maintaining a strong conceptual and artistic direction. As an environment-focused artist, projects like this provide an opportunity to experiment with mood, spatial narrative, and world-building beyond the constraints of commercial work.



Software: 3ds Max • Corona Renderer • Sketchfab Scanned Assets • Photoshop
Role: Concept Development • Environment Design • Art Direction • Lighting & Atmosphere Development • Architectural Visualization

Environment Design & World Building



This personal study explores the craft of large-scale environment creation through the integration of architecture, terrain, vegetation, and photogrammetry-based assets. The challenge extended beyond visualization, requiring the careful composition of scanned natural elements into a believable ecosystem capable of supporting the architectural narrative.

By combining diverse asset libraries, material systems, and landscape components, the project demonstrates the balance between technical execution and artistic judgment required to create environments that feel both authentic and immersive.

Software: 3ds Max • Corona Renderer • Sketchfab Scanned Assets • Photoshop
Role: Concept Development • Environment Art • World Building • Lighting & Atmosphere • Visualization Direction

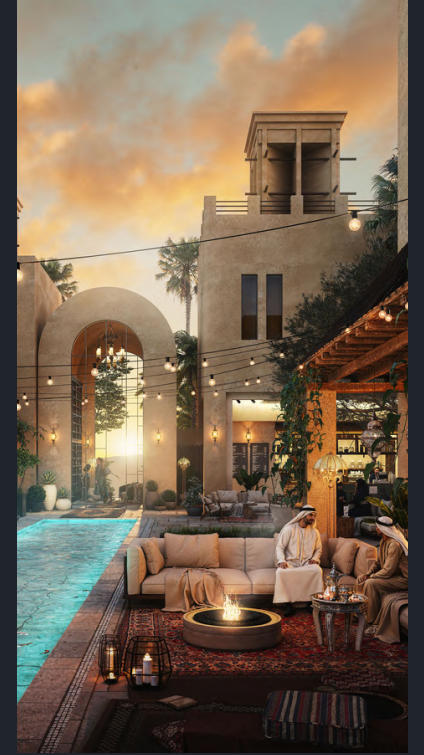
Flight of Astra (working title)



An independent game development project currently in active development, combining my passion for environment design, storytelling, and interactive world-building.

Flight of Astra is a personal creative endeavor that explores the intersection of architecture, landscape, and immersive experiences through a richly imagined world inspired by adventure, exploration, and discovery. The project allows me to apply many of the same principles used in architectural visualization, including composition, atmosphere, scale, lighting, and environmental storytelling, within an interactive medium. As both creator and creative director, I continue to develop the project's visual identity, world design, and overall artistic vision alongside ongoing gameplay and production development.

Personal Explorations



Beyond professional work, I regularly create personal pieces that explore atmosphere, storytelling, environment design, and digital art. These projects are driven purely by curiosity and a passion for creating compelling imagery, allowing me to experiment with different moods, compositions, and visual narratives across architecture, environments, automotive, and cinematic concepts.

Many of these works begin as simple ideas and evolve through a combination of 3D visualization, digital painting, and artistic exploration. They represent the side of my practice that exists outside client briefs and deadlines, where creativity becomes both a profession and a lifelong hobby.

EXPERIENCE + EDUCATION

> 01-2025 – Present

Founder & Senior 3D Artist @ Vizcraft Design Services – Dubai, UAE

- Led the creative and technical direction of the studio, delivering high-end architectural visualizations, animations, and design assets for developers and architectural firms
- Managed client relationships end-to-end, from project scoping and pricing to delivery, ensuring quality, timelines, and client satisfaction
- Oversaw production workflows, team coordination, and quality control to maintain consistency across stills, animations, and interactive content
- Drove business growth through strategic outreach, portfolio development, and adoption of efficient tools and workflows

> 04-2017 – 11-2024

3D Production Manager + 3D Visualizer @ Azizi Developments – Dubai, UAE

Joined as a 3D Visualizer in 2017 and was promoted to Assistant 3D Production Manager based on performance and project contribution.

> 02-2014 – 04-2017

3D Visualizer @ International Engineering Consultants – Dubai, UAE

Started as an entry-level 3D Artist and quickly built a solid foundation in architectural and basic engineering principles across commercial, hospitality, entertainment, and residential projects.

> 06-2013 – 01-2014

Freelance 3D Artist | Vancouver, British Columbia, Canada

After graduation, worked as a freelance designer delivering graphic and 3D design solutions for events and branding projects.

2010 – 2012

Vancouver Film School, Vancouver, British Columbia, Canada

3D Animation and Visual Effects Diploma

2008 – 2010

Fraser International College, British Columbia, Canada

Arts and Literature Diploma

COLLAB WITH ME

Turning Vision into Compelling Visual Experiences.

I specialize in translating architectural ideas into emotionally engaging visual experiences through a blend of creative direction, visualization expertise, and production leadership.

From concept development to final imagery, I am passionate about creating work that resonates, communicates, and leaves a lasting impression.

vizcraftdesign.com  jagart.net 



GET IN TOUCH →

Get in touch

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