AXEL BALLEUR

Yacht Designer / 3D Modeller

Exterior & Interior Design

3D Modelling - CGI

Portfolio: noirdesign.fr

SKILLS

Design & Creativity

Yacht exterior and interior design
Concept development
Digital drawing and sketching
General arrangement (GA) plans

3D Modelling & CAD

Rhino 3D - Expert
Advanced surface modelling
Proficiency in curvature analysis
Technical drawings and 2D documentation

Visualisation & CGI

3ds Max / Corona Renderer
Unreal Engine
KeyShot
Photoshop

Client Relations & Communication

Understanding client expectations
Translating briefs into creative solutions
Developing proposals beyond the brief
Presenting and explaining design decisions
Collaboration with shipyards and technical teams

EDUCATION

Master's in Transportation Design

IAAD - Istituto d'Arte Applicata e Design
Turin, Italy 2019 - 2021

Bachelor's in Industrial Design

École de Condé
Lyon, France 2017 - 2019

LANGUAGES

French - Native
English - Fluent / Professional

With over four years of experience in yacht design, I work across all stages of the design process, from initial sketches to detailed 3D modelling, 2D drawings and photorealistic visualisation.

At Guido de Groot Design, I quickly took on responsibility for exterior design and developed expertise in advanced surface modelling, drawing on Class-A surfacing techniques.

I particularly enjoy working in multidisciplinary teams, engaging directly with clients and collaborating with naval architects and shipyards.

PROFESSIONAL EXPERIENCE

Yacht Designer - Exterior & Interior Design

Guido de Groot Design - Leiden, Netherlands
Aug 2022 - Present

- Independently manage exterior design from concept exploration to detailed 3D modelling, 2D drawings and client presentations. Work on approximately ten yacht projects annually for a range of shipyards and international clients.
- Lead design projects for ***Mulder Shipyard*** and ***Glacier Yachts***, developing concepts and liaising directly with clients and shipyards. Glacier 44 design selected by the client.
- Exterior design of Project ZEN, a 48-metre superyacht for ***Van der Valk Shipyard***, currently under construction. Contributions to LALABE and MARAVI, as well as GRP yacht development for ***Virtue Yachts*** and yacht projects for ***Vanquish Yachts***.
- Developed and implemented an advanced surface modelling methodology, setting a new quality standard within the studio. Train new designers in these methods.
- Collaborate with designers, naval architects, engineers and shipyards to address technical and construction constraints while preserving the design intent.
- Engage directly with clients, interpret their expectations and develop creative proposals that go beyond the initial brief.

Founder - Virtual Shipyard

Synrgy - Leiden, Netherlands
Feb 2026 - Present

- Founded a company developing software for the yachting industry.
- Design platforms that facilitate the visualisation, sharing and coordination of information among project stakeholders.

Industrial & 3D Designer

Freelance - Paris, France
2021 - 2022

- Product design, 3D modelling and CGI, including animated videos, for Swiss watchmaker ***Hor'us***.
- Art direction for the MapI social network.

Earlier Experience in Industrial Design

Lyon - Paris, France
2016 - 2021

- Industrial design, product development, 3D modelling and CGI roles at ***Aethech***, ***Terbis SA*** and ***De Signes Associés***.
- Prototyping and preparation of technical drawings for manufacturing.

+33 7 49 07 58 93 A.BALLEUR01@GMAIL.COM