

David Hampshire

Digital Designer

Creative Strengths

Design/Client workshops
Lean UX
Rapid prototyping
Hands on design
Design sprints
Team leadership
Brainstorming
Idea development
Conceptual thinking
Art direction
Experimentation
Idea visualisation
Deconstruction sessions
Lean design systems
Geographical collaboration

Clients

Moët & Chandon
BP Air
Wall Street Journal
The Football Association
BBC
Manchester City FC
Wasps RFL
Sunderland AFC
Tottenham Hotspur FC
England Rugby
Audi
Fox Sports
One Sub Sea
Make Up Forever
easyJet
Paramount
Kingfisher / B&Q
Goldman Sachs
Make Up Forever
Experian
The Sun

Software Knowledge

Sketch
Invision
Marvel
Principle
Proto.io
Bootstrap
Zeplin
InVision
Adobe Suite
Element 3D
After Effects
Balsamiq (limited)
Trello

Experience

AppBox Media - Creative Director

appboxmedia.com

January 2017 - present

Working as both designer and manager of a team of 10 made up of developers, strategists and designers I have created and brought to life over 20 multi-platform mobile games, 7 of which have been Apple featured. Our small portfolio has had over 2,000,000 downloads across the iOS and Android stores. I undertook full UI and UX creation from concept to creation of Brew Town, the World's first craft beer game, the app that took 12 months in development and was featured by apple with over 500,000 players to date.

Somo Global - Design Director

somoglobal.com

April 2014 - January 2017

After joining as Senior Designer I was fast tracked to design director of all creative work, overseeing and managing 14 UX and UI designers and leading the design process in London, Bristol and New York. Key clients include, Fox Sports, Goldman Sachs, easyJet and News Corp. Specialising in creative client sprints I worked closely with clients to deliver groundbreaking innovative products for an array of high profile companies.

Aqueduct - Senior Designer

aqueduct.co.uk

September 2012 - April 2014

Working in a small design team of 3, I was tasked with overseeing all of Manchester City FC's digital content whilst also creating their first cross-platform fan app.

I was privileged enough to create Sunderland AFC's new responsive website, designed mobile first it was the first of its kind in the premiership and a benchmark for sites thereafter. I worked closely and developed relationships with clients at, The Rugby Football Union, Wasps RFC, and the FA. And Lloyds of London.

BeMarvellous/Isobar - Middleweight Designer

isobar.com

March 2009 - August 2012

Client clients included - Nokia, Coca-Cola, Corsa, Museum of London, The Voice,

Think Jam - Middleweight Designer

thinkjam.com

November 2008 - March 2009

Client projects include -
Columbia Pictures, Warner Brothers, Pottermore

Side Projects

I am involved in several small passion projects:

Whitechapel AR - Walk in the footsteps of Londons most prolific serial killers.

ByFar - the IMDB of sport.

Flipting - making digital video into physical memories.

Yoga Brunch London - full minds and full tummys.

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References

References are fully
Available on request,

Portfolio

A selection of my work:

Portfolio:
thetaleofcuriosity.com

Behance:
behance.net/DavidHampshire

LinkedIn
linkedin.com/DavidHampshire

Instagram
@creativedesignton

Education

Bachelor's degree 2:1
Graphic Design
University of the West of England
Diploma in Art & Design

Most Appreciated

[BBC Civilisations](#)
[Sea Hero](#)
[.gov](#)
[National Trust](#)
[Penny the Pirate](#)
[PlayDead's Inside](#)
[Premier League ReBrand](#)
[Pedigree Found](#)

Interests

Travel
Hiking
Photography
Most Sports
Film
Illustration
Gaming
Children's Book Illustration

About

Over the last 12 years I've been fortunate enough to learn from some incredible people which has shaped me into the designer I am today.

Most recently, over the past 4 years I've become responsible for design teams, UX process and product vision, and a member of management teams -contributing to business objectives, growth strategy and new user acquisition.

In addition, utilised analysis, research and UX best practice with a user-centric approach, plus produced design schedules and documents.

I am an experienced and seasoned designer with a background in multiple facets of design, with a clear aim, to create clean, simplistic, impactful design across mediums and platforms, whilst keeping my finger on the pulse of tech and innovation, and constantly pushing design concepts forward, breaking rules and the 'expected'. I have a keen eye for layout, composition, type and pushing brands further.

Over these past years I have a passion and drive for any mobile, wearable, web, AR, video project, and where possible collaborating closely with developers, advertisers and production managers.

I've a wealth of experience that I've built on since university and an in-depth knowledge of the classic adobe suite and over the last few years, most of the emerging design and user experience focused tools which have helped to revolutionise the design process.

I have a user centric approach to UI and UX and always strive to place the end user first. Creating, developing and evolving products that improve interactions and experiences is a passion that I feel very lucky to call a job.

I'm excited and ready for a new career move and very much hope that I will be able to join this team and help to take the creative process, and in turn business forward.