

Henry Flitton

DESIGNER - MAKER

Hello, I'm a designer^[1]-maker^[2] specialising in interaction^[3] and moving-image^[4]. My work usually entails creating digital experiences for brands and institutions in the physical world with an emphasis on storytelling, play and user-engagement.

Over the last ten years I've lead teams and directed projects to deliver innovative and award-winning installations for a broad range of clients and contexts working alongside many great talents in the creative industries. I take projects from ideation and pitching through to development, production and finally delivery with experience leading creative teams, servicing clients and liaising with a network of suppliers, technicians and fabricators.

[1] Trained as a designer with a keen reliance on traditional sketching and visual communication to ideate and develop concept, my user-centric approach aims to harness and humanise technologies that can often alienate people.

[2] An obsession with making (carpentry, electronics, model-making) help me to integrate technically with broader teams and suppliers whilst bringing craftsmanship and attention to detail across projects - I'm also not afraid to get my hands dirty.

[3] A self-taught technologist and programmer, I have a detailed knowledge of user experience, hardware, development-pipelines and physical computing.

[4] Originally working in motion graphics, animation and film: these proven storytelling mediums still inform the bulk of content for these digital experiences.

HARD SKILLS

Projection mapping
Augmented reality
Electronics / physical computing
Hardware / systems architecture
Rapid prototyping
Coding (C#/java)
Motion graphics and animation
Film making / cinematography
Graphics and visual communication
Physical installation

SOFTWARE

Adobe master suite
Arduino
Resolume
Unity (basics)

SOFT SKILLS

Ideas generation
Sketching
Pitching & presenting
User experience (UX)

AWARDS

POP AI - Gold for innovation.

RDI - Innovation in VM.

Retail Week - Best Use of Design with
Technology In-store.

Design Week - Shortlisted for Digital
installation.

OTHER INTERESTS

Cycling - 2-wheels good, 4-wheels bad.

Carpentry - Love working with wood.

Video Games - Still the most pioneering
user experiences.

EXPERIENCE

Freelancing - April 2017 to Present - Imagination/ Wonderland/ Facebook/ Mediast/ Brinkworth/ Wieden+Kennedy /Wolf Collective/ Sierra five.

Working in multiple roles from creative director and technical consultant through to electronics fabrication and film production. Usually putting together and managing teams to integrating into a larger project.

Freelancing - Genuine X / Jack Morton - On & Off October 2018 to March 2020

Developing the Genuine X offer as a new digital agency within an established events agency - Integrating digital experiences with existing clients and winning new business with a 'digital first' approach in the UK, Europe and US.

Onedotzero - Senior Designer - June 2016 to April 2017

Working alongside Shane Walter, leading the design team in a small but influential studio known for its expertise in motion and digital culture.

Dalziel & Pow - Designer, Digital - August 2013 to June 2016

Joining Ross Phillips' team as the digital department started, my role developed as the team grew producing award-winning work, considered industry leading in retail.

Crystal CG - Junior experience designer - September 2011 to June 2013

Junior designer for art director Kate Dawkins on the London 2012 ceremonies.

Kin Design - Design intern - June to August 2010

EDUCATION

Goldsmiths, University of London: BA Design: First Class Hons

ABC Art Foundation: Distinction

A-Levels: Graphic Design (A), Maths (A), Music: (C), As-Level: Further Maths (B)

GCSE's: 9 A*/ A grades