

NAME: David Crossley
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ABOUT ME

I'm a very positive, outgoing person who likes a challenge and thrives under pressure. I enjoy working as part of a team, but also self motivated to work individually to solve problems and achieve goals. Living and working in the UK, Australia, Norway and Spain has allowed me to experience many different design cultures across a broad range of disciplines. After working for the past four years on Project Cosmos with Marc Newson Ltd, the project has come to an end and I'm looking forward to a new challenge.

EDUCATION

1993-1995 - Bradford and Ilkley Community College, UK Interior Architecture and Design – BTEC National Diploma

1996-1999 - Leeds University, UK Interior Architecture and Design - BA Hons Degree

SOFTWARE SKILLS

AutoCAD, 3DS Max, V-Ray, Rhino 3D, Blender, Adobe suite, AE, Zbrush, Unity 3D, Office suite, 3D printing software.

WORK EXPERIENCE

2000-2005 - 3D COM, Bradford, UK - 3D Designer\Associate Joined 3D COM as a fledgeling company of two employees. During my five years there I worked up to associate. My role included everything from creating images and animations from CAD dwgs, to research and development as well as client meetings, quotations and teaching new employees. I left the company to emigrate to Australia with my family.

2005-2006 - Hassel Architects, Perth, Australia - Senior 3D Designer Sole in house 3D Designer serving all disciplines within the company. Architecture, landscape design, Interior design and planning. My role included design development and visualization on large projects within very tight deadlines. Often running several projects at once for multiple departments. Working closely with the IT team to streamline overnight animation rendering over the entire computer network when necessary.

2006-2009 - Mangomotion, Perth, Australia - Founder With encouragement from the Director at Hassel Architects I founded Mangomotion Ltd due to the high demand for 3D modelling and visualization. Running the company was a lot of hard work and late nights but a great learning experience.

2009-2013 - Global Maritime AS, Aalesund, Norway - Senior 3D Designer Working in a team of 6 people, creating 3D models of offshore vessels of all kinds, Rigs, and equipment for illustrations and animations. Teaching all new employees, 3D modeling creation for simulator training. Clients included: Rolls-Royce Marine, Rolls Royce VR simulator in Aalesund, Farstad shipping, Island offshore, BP, Palfinger (now Rolls-Royce), Military.

2013 – 2016 - DC design communication LTD – Malaga, Spain - 3D Designer Continued working for

Global maritime AS and other clients around the world on a freelance basis. Clients included: CAT, Rolls-Royce, ABB, 3D Com LTD, UK Architects.

2014 – Marbella Design Academy, Spain (BA Degree level) – Teaching 3D design, animation and 3D printing.

2016 – 2020 - We make it 3D AS, Fredrikstad, Norway - Founder 3D Design/3D printing company. Building and servicing 3D printers/3D printing/3D scanning services for all industries. Workshops for industry. Clients included: Kongsberg group, Posten AS, National gallery Oslo, Østfold HF Hospital Kalness, Sno design studio, Sparebank1

2018 – 2020 - Hogskolen Østfold University, Norway - Professor – 3D Design, Design innovation and 3D printing courses for BA and Masters students. Creating new curriculum, teaching and grading final exams

Jan 2021 – Nov 2024 Present day - Marc Newson Ltd, London - 3D designer

I was hired and relocated to London as the 3D designer in a team of three to complete project Cosmos, a 114m Hydrogen powered super yacht to be launched in 2025.

- Weekly Exterior and Interior meetings with Owners team, Espen Oeino team, Shipyard and sub contractors via teams.
- Working closely with the Design Director and Marc to finalize design development throughout the project.
- Production of CAD drawings and checking Shipyard drawings follow design intent. Highlighting issues and discrepancies as needed.
- Communicating with Owners team, Shipyard and Outfitters through out the project to ensuring design follows MNL design intent, via accurate 3D models, and presentations.
- Production of Exterior and Interior 3D models for the Main vessel, Limo tender and Sport fisher
- Resolving issues as problems arise, ideation of new design options for inhouse design approval.
- Updating all 3D models with design changes for communication with wider team.
- Providing detailed 3D models for visualization and client presentations to render team.
- Leading tender design development, regular shipyard visits, weekly design meetings and communication of progress to MNL team.
- Hotworks inspection and documentation ensuring finished steelwork matches design intent.
- Research trips to boat shows in Europe and America to follow latest trends.
- Creating and maintaining organized file structure for efficient 3D model retrieval throughout the project.
- Working closely with interior designer and FF&E team on visualizations for owners presentation.
- Highlight of the project for me was the development of my idea for the stern rotating flagstaff on the main vessel and Sportfisher which I managed every step of the way.

Below are links to publicly available videos of project Cosmos.

<https://www.youtube.com/watch?v=2MYk7AwEM8U>

https://www.youtube.com/shorts/YIZd_12zGP8

INTERESTS: Design, Art, Architecture, Painting, Photography, Cycling, Snowboarding, Martial arts, Guitar, Movies, Music, Travelling.