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davidhession.com

Contact

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## INTRODUCTION

I am a highly skilled and experienced Creative Lead with over 15 years of industry experience at some of the world's top agencies and technology companies. Throughout my career, I have led multidisciplinary creative teams on a wide range of projects, from corporate digital transformation and vision projects to apps, games, feature films, and exhibitions.

I have a proven track record of building teams, developing brands, setting strategic vision, and executing creative concepts with design thinking for clients in diverse sectors, including technology, automotive, communications, fashion, entertainment and finance.

My focus is on solving real-world business and user problems with the most appropriate tools, creating experiences that have a lasting impact and value. I embrace ambiguity and thrive on complex challenges, bringing a wealth of knowledge, strategic vision, and practical problem-solving skills to any business or design challenge. I am equally adept at mentoring and leading teams or working at a senior level as part of a larger team. In my spare time I work on personal R&D projects as [Vidanoise](#), which I believe is fundamental to continued learning and growth.

## EXPERIENCE

### 2023 — Design lead - Meta

Helping to define the future of work, collaboration and entertainment using immersive technology in communication, product and innovation. Creating campaigns, design systems and principles for motion, film and interaction.

### 2022 — Creative lead - Territory Studios

Building & leading creative teams in 3D, Motion & product design to deliver complex experiential projects in the automotive and technology sector.

### 2020 — Senior MGFY Artist - DNEG / Feature animation

Motion branding, UI design and animation for feature film projects. Working as part of a globally distributed team and FX pipeline.

### 2019 — Creative director - Rehab / Warner media

Setting the vision for The Warner Media Innovation Lab in NYC. using 5G as the enabler and exploring opportunities in AR, MR and VR.

### 2017 — Design director - W12 / Verizon, NOS

Leading design teams on a range of projects in: Voice, AR, VR & Apps for Verizon & NOS. Creating vision films, motion branding & UI prototypes.



## SKILLS

- Strong leadership, mentoring & project time management skills, working with local and distributed global teams & agencies.
- Ability to engage, inspire and motivate teams of world class talent.
- Proven ability to solve real-world business and user problems with the most appropriate tools and methodologies.
- Deep understanding of brand, product and experience design. With a specialist focus on motion, animation, interaction, 3D & sound.
- Ability to work under pressure, tight deadlines, deal with ambiguity and thrive on complex challenges.
- Experience in various sectors, including technology, automotive, communications, fashion, entertainment and finance.
- Strategic (high level) vision coupled with practical (on the tools) problem-solving skills.
- Building and nurturing lasting relationships across art & design: Agencies, founders, CEOs and the next generation of design talent.
- Unraveling complex and ambiguous briefs, define requirements and deliver solutions with clarity and purpose.

## APPROACH

- Approach every project as an opportunity to collaborate and learn.
- Apply agile methodology, procedural workflows and lean UX to drive projects forwards at speed and scale.
- Empathise, Research, collaborate, ideate, synthesize, design & iterate.
- Don't just solve the problem - create workflows, tools, guides and frameworks to alleviate them and aid designers and clients.
- Constantly learning new tools and approaches to solve problems.
- A growth mindset coupled with a generous spirit to see others grow and thrive.
- Giving clear & constructive feedback to ensure projects and people stay on track and motivated.
- An enduring thirst to explore new creative territories, inspiration, current trends and emerging technologies.
- A vision & ambition to create groundbreaking work that inspires & moves people.



## TESTIMONIALS

“Part of the ambition at Territory is to take the future world gazing aspect of the work we do on films and tv shows and start to bring it into existence in the real world. You’ve really delivered. [The project shows} an elegance and depth of consideration I’d always hope to see in our work. It’s an incredible body of work for a really complex project”

**David Sheldon Hicks - Founder @ Territory Studio**

“In all my years as a designer I don’t think I have met a more enthusiastic and grateful client for the work that David [and his team] did on this project. Incredible praise and positivity”

**Michael Albers - Founder @ W12**

“You brought our vision to life. What you did in 8 weeks will keep us working for years. Incredible work”

**Nelson Delicado — Head of innovation @ NOS**

“It was a pleasure working with David and I learnt a lot. We had to turn what was light and fluid briefs on very futuristic opportunities into solid, tangible concepts that could be executed today, which wouldn't have been possible without David's ability to create a product or experience from a big vision”

**Tevi Tuakli - Head of Strategy @ Rehab**

“David’s extensive knowledge, both in UI, UX and motion graphics made him the perfect fit for our creative team.

Calm, considered and above all a brilliant creative practitioner - ensured projects would be delivered to our clients at the highest level of quality and on time. I look forward to working with David again in the future”

**Graeme Kendrew - Creative Director @ Radley Yeldar**

“I miss working with someone like this who was so generous of their knowledge & time and helped me raise my game. David is truly an incredible asset to any team (Design, UX, Motion, Strategy).”

**Tabrez Ahmad — Creative lead @ Digital Labs**