



davidhession.com

Contact

Introduction

I am a highly skilled, hands-on creative with over 15 years of industry experience at some of the world's top agencies and technology companies. Throughout my career, I have led and been part of multidisciplinary teams on a wide range of projects. From digital transformation and vision projects to product design for mobile apps, games, feature films and exhibitions.

I have a proven track record of building teams, developing products, brands, experiences and executing design solutions with design thinking, craft and an agile methodology. Working across diverse sectors including: technology, automotive, fashion, entertainment and finance.

My focus is on solving real-world business and user problems with the most appropriate tools to create 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.

Experience

2025 — Creative Director - Territory Studios

Building & leading creative teams in: 3D, Motion, UI & UX on complex brand & experiential projects. Presenting and delivering to senior stakeholders and directors.

2024 — Lead Design (Motion + 3D) - Huge - Google

Working on various projects for Google: Cloud, Maps, Android & Chromebook on products, prototypes & communication.

2023 — Creative Director - Nexus - Meta

Creative lead for Meta MR Mode on a range of projects for Meta Connect. Leading multidisciplinary teams, presenting concepts & managing stakeholders.

2022 — Design Director - Meta

Design director for Workplace, Creative X and Reality Labs.. Working with XFN teams and external agencies across Brand, experiences, product & VR..

2021 — 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.



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 UI/UX, motion, interaction, 3D & sound.
- Ability to work under pressure to 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.



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Tools

UI / UX — Figma, Sketch, Framer

Motion / 3D — AE, C4D, Blender, Unreal,
Houdini, T3, Cavalry, Rive

Rendering — Unreal, Redshift, Octane.

AI — Stable Diffusion, Mid Journey, Runway

Editing — Premiere Pro, Resolve.

Sound — Ableton, Logic.

Productivity — G-suite, Slack, Trello.

Hardware — Mac & PC

Reels

[Product & Exp Design - 2022](#)

[Product Design - 2021](#)

[Experience Design - 2021](#)

[Brand in motion - 2021](#)

Links

[davidhession.com](#)

[vidanoise.com](#)

[LinkedIn](#)

[Vimeo](#)

[Behance](#)

[Dribbble](#)

Awards & Stuff

2025 FWA - Winner
Elimar - OddCommon

2025 FWA - Winner
Powerbeats - OddCommon

2024 Webby Award - Winner
Google Chrome - Huge

2024 Webby Award - Winner
Google Android - Huge

2022 - Annie Animation Award
Nominee - DNEG

2022 - British animation awards
Winner - DNEG

2017 - Creative Commission
Official Selection - Fleet Foxes





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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