LUKE PIERSON

Games Designer

Student

2D Artist / Graphic Designer

ABOUT ME

An aspiring games designer or producer who loves learning new skills and gaining expertise to create brilliant games alone or with a team. With a graphic design background, I am always finding unique ways to blend visual aesthetics with engaging gameplay to create unique and intriguing experiences.

CONTACT

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✉ luke.pierson04@gmail.com

🌐 https://pkdoodles.github.io

SKILLS

Systems and Mechanic Design

- Proficiency in Unreal Engine 5 blueprint to script and create engaging mechanics
- Understanding of systems design concepts such as game loops, juice and pacing.
- Understanding of Testing and Iteration to improve and polish game quality

Pre-Production Design

- Capability in research to compare and analyse, improving project quality to be industry standard
- Skill in developing Design Documents with accompanying diagrams
- Consideration for all aspects of pre-production including accessibility, marketing, hardware requirements etc.

Narrative Design

- Understanding core narrative concepts such as Freytag's Pyramid and the Hero's Journey
- Ability to write and script a story for both large-scale stories and side quests
- Knowledge and ability to world-build on both a lesser and greater area

OTHER PASSIONS

- Digital Art
- Graphic Design
- 3D Modelling
- Website Development
- 3D Animation
- Board Game Design

EDUCATION

University of Staffordshire
2023 - 2027
Computer Gameplay Design and Production (BSc)

Oakwood Park Grammar
2021 - 2023
A Level
Graphic Design – **A**
Computer Science – **A**
Geography - **B**