

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

 07484 706806

 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**