

Luke Pierson

Game Designer / Producer

<https://pkdoodles.github.io>

07484706806

luke.pierson04@gmail.com

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 always find unique ways to blend visual aesthetics with engaging gameplay to create unique and intriguing experiences.

Education

University of Staffordshire

2023 – 2027

Computer Gameplay Design and Production (BSc)

Oakwood Park Grammar School

2021 – 2023

Graphic Design – A
Computer Science – A
Geography – B

Interests and Passions

3D Modelling (3DS Max, Blender)
Website Development
3D Animation
UI / UX Design

Board Games
Video Games
Digital Art (Photoshop, Krita)
Graphic Design

Achievements

2019 BAFTA Young Games Designer Finalist – Developed a game concept (A World Without You), where I became a finalist in the BAFTA YGD competition.

[See Here.](#)

2021 - InvestIN Young Computer Scientist Summer Internship – Partook in an internship that taught upcoming computer scientists about different industries, from Fintech to Machine learning. [See Here](#)

Projects and Successes

Mainspring – Created a Design Document with full consideration of all aspects of pre-production, including Game Loops, Marketing, Mechanics, Level Design and Accessibility

SteamFunk & Sentinel – Developed a core understanding of mechanics design and blueprint implementation involving Unreal Engine 5 via a framework

Avarice – Researched existing theories and games to create an engaging narrative-driven game

Slap Stick and Systems – Greatly expanded knowledge of Unreal Engine 5, implementing Animation Graphs, Artificial Intelligence, UI and Level / Menu selection

Other Projects – Gained a core knowledge of Digital Art, Graphic Design, 3D Modelling and 3D Animation to develop a strong understanding of the disciplines with active passion to refine these skillsets.

Skills and Capabilities

Capability in research to compare and analyse, improving project quality to be industry standard

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

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