LUKE PIERSON

GAME DESIGNER / PRODUCER

CONTACT

07484706806

luke.pierson04@gmail.com

p011510n@student.staffs.ac.uk

https://pkdoodles.github.io

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

INTEREST AND PASSIONS

3D Modelling (3DS Max, Blender)

Website Development

3D Animation

UI / UX Design

Board Games

Video Games

Digital Art (Photoshop, Krita)

Graphic Design

CURRENT PROJECTS

Collaboration Project (Junior) - Producer

Working alongside 27 other Students, managing and scheduling meetings, Excel, Leadership, Design and Scope Management

User Interface Design Project

Utilising Unreal Engine's Widget System to develop visually engaging and function UI

SKILLS AND CAPABILITIES

Research / Analysis – improving project quality to be industry standard

Unreal Engine 5 Blueprint Scripting – creating engaging mechanics and detailed systems

Systems Design Theory - concepts such as Game Loops, Juice and Pacing

C# Scripting – to program and design mechanics in the Unity Engine

Unity Engine – to create VFX, Sprite Sheets and an overall game

Narrative Design and Writing - developing concepts such as Freytag's Pyramid and the Hero's Journey to create engaging scripts and fascinating worlds

Preproduction Design – developing GDDs and presenting mechanics in a clear and readable format

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.

Steam Funk & 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 an active passion to refine these skill sets.

TankGame! – Designed and developed a VR communication game with a bespoke controller (Arduino). Further developed Level Design, Systems Design and general scripting skills.

Heart Attack – Designed and Programmed a wave-shooter with unique mechanics in Unity Engine using C#.

https://pkdoodles.github.io – Programmed a portfolio website from scratch using HTML and CSS to present my projects, hobbies and achievements

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