

# LUKE PIERSON

GAME DESIGNER / PRODUCER

## CONTACT

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<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](#)