

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 from
disciplines including: Concept artists,
Animators, Programmers, Designers and
3D Artists. Managing and scheduling
meetings, Excel, Leadership, Design and
Scope Management

User Interface Design Project

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

SKILLS

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

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. A World Without You is a micro-open-world
co-op action game where two players share a heart that they can work in tandem to protect. Fully
written, drawn and designed by me. [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](#)