Luke Pierson

Game Designer / Producer

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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

Skills and Passions

Digital Art (Photoshop, Krita)
Graphic Design
3D Modelling (3DS Max, Blender)
Website Development
3D Animation
Board Game Design
UI / UX 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

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