

portfolio: www.markpearce.de
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Experience design, project management and team leadership.
For the last decade I've balanced these activities while working in large international corporations.

Since I came to Germany in 2013 I have focused on designing products and leading innovation projects in location and mobility services, both at HERE and with the BMW Group. With my background in film, TV and video games I work to bring that level of creativity into real world products.

I value diverse viewpoints, collaborative teams, decisive action and precise work. I thrive in a creative environment where there is a sense of urgency and purpose. I've worked closely with engineering, business development and customers to combine their viewpoints into a single cohesive vision.

I've broad experience in media production as well as project management including directing external agencies and suppliers. As an individual contributor, animation and motion design is my passion; particularly in creating moments of delight and refining the user experience.

If you'd like to talk more about what I would bring to your team, I'd welcome the opportunity to discuss it.

Yours Sincerely,

A handwritten signature in black ink that reads "Mark Pearce". The signature is written in a cursive, slightly slanted style.

Mark Pearce

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Hi. I'm Mark,

a dedicated creative professional that thrives on solving meaningful problems with a diverse team. I'm a project leader and designer whose approach combines the creativity and velocity of film production with the rigour of data informed, user-centric design.

As Design Manager at HERE I led design, innovation and prototyping projects which were integral part of customer engagement and our presence at shows like CES and Mondial.

As part of the platform product management team I spearheaded an initiative to enable data sharing between governments and car manufacturers; working across three business units and two continents to create a new program and lead it successfully through a product portfolio review by senior leadership. (C-Level)

I excel at aligning and managing resources, goals and expectations. I put personal relationships over process and tools, and achieve success by the integration of design, engineering and business viewpoints.

Skills

- Leading multidisciplinary teams to victory!
- Concept Development & Product Design
- Human centered, data-informed Design
- Identifying needs and setting objectives
- Champion creative thinking and user-centric design
- Motion design and delightful user experience
- Product visualization and prototyping
- Scrum Agile Framework
- Certified Design Sprint Facilitator
- Coaching team members towards their goals
- Project management and logistics
- Building trust and alignment between stakeholders
- Presenting results to clients, analysts and executives
- Taking responsibility for outcomes
- Leadership with empathy, integrity and honesty

At the
 intersection
 of **Design,**
Engineering
 and **Business**

Software

Adobe Creative Suite, 3d Studio Max, Unity...
 Office, keynote, Jira, git, etc...
 Just enough code to be a danger to myself.

Work History

Creative Director BMW Designworks	2018	Lead Design Projects Client Relationships and Project Management Concept Creation, Program Planning & Proposal Writing
Sr Manager Design HERE Technologies	2017	Platform Product Mgmt. Identify new opportunities & features for product roadmap Client Engagement Program Leadership and Stakeholder Management
	2015	Recruit and Lead Motion & Prototyping Team (5 FTE) Innovation & Design projects eg VR/AR and Spatial Audio Close collaboration with product marketing & forward design on strategic topics Customer presentations at Intl. trade shows (CES/Mondial) Automated driving simulator for design validation & demos Manage HR, budget, vendors, suppliers & purchasing
Principal Motion Designer Nokia/HERE		Motion Design & UX Across the Entire Product Portfolio Mobile - Automotive - Web Brand Motion Guidelines Design Agenda / Vision Unified Experience
 Berlin	2012	
Senior Visual Designer Nokia	2011	Motion Design - for Core Apps on New Mobile OS w/ Nokia design in London Visual design for store client on mobile devices
Playback Artist Westmedia Films	2008	Playback & Motion Graphics for Film & Television Thor, V, Defying Gravity, etc
Composer Supernatural Films	2007	Title Seq. and Visual Effects for Supernatural Season III
Front End Artist Radical Ent. / Backbone	2002	Agile Software Dev. Console & mobile games (eg Sonic the Hedgehog - PSP)
Multimedia Developer Freelance	1996	Corporate Communications & Investor Relations 3D Animation, Video & Interactive Media. (BC Ferries, CP Hotels/YVR)
Technical Illustrator Interactive Training / Freelance		Adult education and training in heavy industries. (eg. container shipping, bulk materials, pulp & paper)
 Vancouver	1990	"Reduce non-data ink" - Edward Tufte

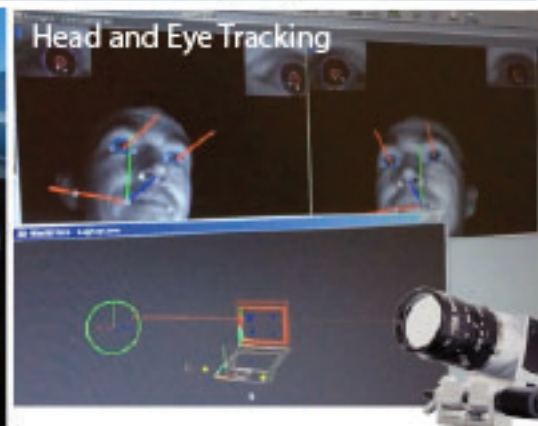
See videos and more at
markpearce.de



'Knightrider Seatbox'



Emergency Maneuver



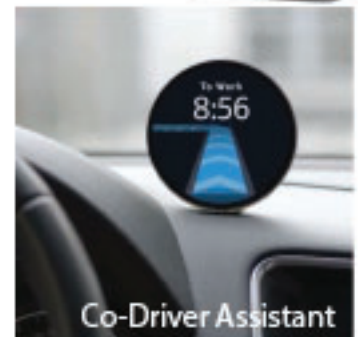
Head and Eye Tracking



AR in Car



Wearables



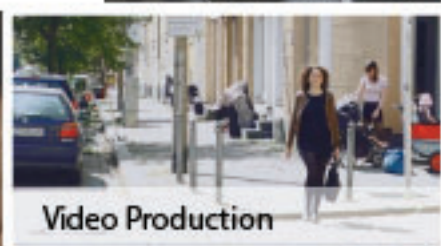
Co-Driver Assistant



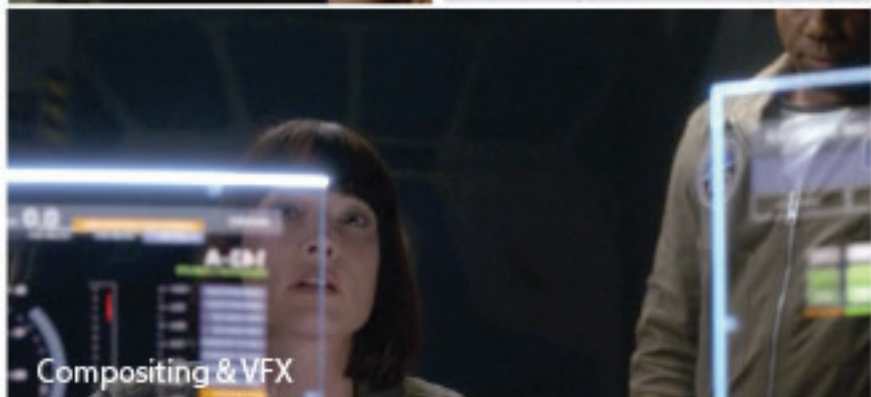
Mobile Devices



Virtual Reality



Video Production



Compositing & VFX