

# Mark Pearce

## Lead Designer

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<https://MarkPearce.de/>

### Skills

#### Production

- Digital product design
- Visualization and prototyping
- Animation and motion design
- Agile software development
- Project planning and management

#### Interpersonal

- Building trust and a shared vision
- Working across silos and global organizations
- Taking responsibility for outcomes
- Servant leadership and coaching
- Empathy, integrity, honesty

#### Tools

Adobe Creative Suite, Sketch, 3DS Max, Unity  
VS Code/Intelli-J, Tower-GIT, JIRA, MS Office  
just enough code to be a danger to myself.

### Work Experience 2011-2021

- Mar 2020 **Amazon Web Services** | Berlin, DE  
Present **Senior UX Designer**
- Design UX and UI for IoT projects with Volkswagen and Blackberry.
  - Create mock-ups for product visualization, engineering and testing.
  - Work directly with customers, product, and engineering.
- Oct 2018 **BMW Design Works** | Munich, DE  
May 2019 **Creative Director, Interaction Design**
- Managed client relationship, team, and budget for design projects.
  - Introduced agile methods to the studio and trained designers.
  - Worked with business development and design strategy teams on project pitches and concept development.
- Jun 2015 **HERE Technologies** | Berlin, DE  
Dec 2017 **Senior Manager, Design**
- Led new strategic program from inception to executive review.
  - Recruited and led a development team (5 FTE) focused on innovation, prototyping, and product visualization.
  - Designed and presented AR/VR demonstrations for trade shows (CES, Paris Motor Show) and meetings with customer executives.
  - Managed operations budget, procurement, external contractors.
- Jan 2013 **Principal Motion Designer**  
Jun 2015
- Created unified interaction and motion design across the product portfolio on web, mobile and automotive products.
- Dec 2011 **Nokia** | Vancouver, CA to Berlin, DE  
Jan 2013 **Senior Visual Designer**
- Created motion design for core applications on Meltimi Mobile OS.
  - Visual and motion design for store client on mobile devices.

### Summary 1990 - 2011

- 2005 **Film & Television Production** | Vancouver, CA  
2011 **Playback Artist & Visual Effects Composer**
- Worked both in studio and on-set creating computer playback animation and interactive sequences for storytelling.
  - Combined CGI and practical elements with live footage.
- 2000 **Video Game Development** | Vancouver, CA  
2005 **Front End Artist**
- User interface and animation on AAA console and mobile games.
  - Agile software development with integrated art and engineering.
- 1995 **Multimedia Development** | Vancouver, CA  
2000 **Freelance Studio**
- Video production, animation and cd-rom authoring for corporate communications and investor relations projects.
- 1990 **Adult Education & Training** | Vancouver, CA  
1995 **Technical Illustrator**
- Created educational graphics and animations for industrial training.