

# Mark Pearce

## Lead Designer

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<https://MarkPearce.de/>

### Skills

#### Production

- Digital product design
- User experience
- Visualization and prototyping
- Animation and motion design
- Agile software development
- Project planning and management
- Presentation and communications

#### Interpersonal

- Building trust and a shared vision
- Working across silos and continents in global organizations
- Taking responsibility for outcomes
- Empathy, integrity, and curiosity

#### Tools

Adobe Creative Suite, Figma, ProtoPie, Sketch, 3DS Max, MS Office, Quip, Unity, VS Code, Tower-GIT, JIRA, Confluence, etc...

#### Just enough code to be a danger to myself!

I can write some javascript and .tsx, but draw the line at unit tests.

### Work Experience 2011-2024

Mar 2020-Dec 2023

Berlin, DE

#### Amazon Web Services | Lead UX Designer

- UX Lead on a new automotive software development service.
- UX Lead on a vehicle sensor data platform with BlackBerry.
- UX Lead on a IoT manufacturing services with Volkswagen.
- Contributed patterns and components to the AWS design system.
- Identify user needs with UX researchers and product managers.
- Collaborate with product managers, solution architects, and business development on product vision and communication.
- Collaborate with engineering on APIs and front end.
- Concept development, UX mockups and user feedback.
- Product marketing and customer meetings.

Oct 2018-May 2019

Munich, DE

#### BMW Design Works | Creative Director

- Managed client relationship, design team, and budget for industrial design projects.
- Introduced agile methods to the studio and trained designers.
- Customer meetings, proposals, and pitch decks with the business development and design strategy teams.

Jan 2013 - Dec 2017

Berlin, DE

#### HERE Technologies | Senior Manager, Design

- Led the creation of a new data-sharing service from inception to C-suite review and funding approval. (HERE Neutral Server)
- Recruited and led a team of five developers focused on product innovation, prototyping, and visualization.
- Designed and presented AR and VR product marketing demos for trade shows and meetings with customer executives.
- Managed operations budget, procurement, and ext. contractors.
- Collaborated on forward design concepts and product innovation.
- Created brand guidelines for interaction and motion design across a portfolio of web, mobile and automotive products.

Dec 2011-Jan 2013

Vancouver, CA → Berlin, DE

#### Nokia | Senior Visual Designer

- Motion design for core applications on Meltemi Mobile OS.
- Visual and motion design for store client on mobile devices.

### Background

Vancouver, CA

2005-2011

#### Film & Television | Playback Artist & Visual Effects

2000-2005

#### Video Game Development | Front End Artist

1995-2000

#### Corporate Communication | Freelance

1990-1995

#### Adult Education & Training | Technical Illustrator