

Mark Pearce

Lead Designer

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Skills

Production

- Digital product design
- User experience
- 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, ProtoPie, Sketch,
3DS Max, Unity, VS Code, IntelliJ, Tower-GIT,
JIRA, MS Office

just enough code to be a danger to myself.

Work Experience 2011-2022

Mar 2020 Amazon Web Services | Berlin, DE

Present Lead UX Designer

- Lead UX Design for IoT platforms with Volkswagen and BlackBerry.
- Create mock-ups for product visualization, engineering and testing.
- Work directly with customers, product, and engineering.
- Design patterns & components for AWS design system.

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.