

Pearce Jennings CV

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Portfolio: [Portfolio](#)

SUMMARY:

I'm a skilled, creative, and passionate game designer with a master's in game design and experience as a QA tester. I have excellent reading and writing skills as demonstrated by my time working in games journalism. I've worked on multiple projects as a game designer including XYZ, a perspective switching platformer, and Educating Anxiety, an educative serious game. I have a great deal of experience writing GDD's and I work very well as part of a team. I am experienced with Unity and have taken projects through the prototyping process, from paper > 2D > 3D whilst gathering player feedback to iterate upon design.

PROFESSIONAL SKILLS:

- Unity/C#
- Version Control (Git)
- Microsoft Office
- Trello, Jira
- User Testing
- Agile Development
- Game Design Documentation
- Prototyping (Paper, 2D, 3D)

EDUCATION:

Bachelors: BSc (Hons) Games Technology (2:1) - UWE Bristol 2017-2020

Masters: MA (Hons) Digital Games: Theory and Design (Merit) - Brunel 2020-2021

PROJECTS:

[Educating Anxiety](#) *Lead Designer / Gameplay Programmer* 2021-2023

An educative serious game about anxiety disorders, based on psychological research and established grounding techniques. My role was designing the core mechanics and levels of the game from the ground up, along with gameplay programming and C# scripting.

[X-Y-Z](#) *Game Designer / Gameplay Programmer* 2021-2022

A perspective-switching puzzle game in which the player must use logic in conjunction with their platforming skills to traverse through levels. Made by a team of four people including myself. My role was primarily prototyping, level design and gameplay programming.

[Don't Walk By](#) *QA Tester* 2019-2020

A Lemmings style game based on avoiding hazards. This was a cohort wide commercial project that was eventually released, for which I was a QA tester. It required writing test cases, organising playtests, and submitting bug reports using Jira.

[CTP: Games User Research](#) *User Research / Playtesting* 2019-2020

Analysis of the use of biometrics in Games User Research, to help improve testing methods and gather more consistent data. It involved quantitative interviews, playtesting, Arduino programming and analysing heart rate (HRV) and galvanic skin response (GSR) data.

EMPLOYMENT:

QA Technician – Feral Interactive – 2023 (Present)

Currently working at Feral Interactive as a QA technician. This has involved working on ports of AAA titles to the Mac, Nintendo Switch, iOS and Android. From my time in the role, I have become experienced in open testing and working through test cases, whilst being trained in how to structure accurate and efficient bug reports.

Games Journalist - Networth Pick 2022

I worked at Networth Pick as a content writer, writing game reviews. This includes reviews on [Spiritfarer](#) and also AAA titles like [Marvel's Guardians of the Galaxy](#). Reviewing different games in this role further improved how I analyse player experience, whilst elevating my writing skills in the process. I also hosted multiple episodes of their gaming podcast.

Health Care Assistant - Grove Care 2018

Worked during the summer as a care assistant at a dementia care home, which was often a highly demanding environment and drastically improved my ability to co-ordinate with others whilst under pressure.

Fundraising Caller - Listen Fundraising 2017

Worked as a fundraising caller for the RSPCA and Macmillan cancer support which required me to communicate with members of the public in a very informative but concise manner.