**Liew Feng Ming**

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[**http://axelliu.wix.com/home**](http://axelliu.wix.com/home)

**EDUCATION**

**DigiPen Institute of Technology**, Singapore

Bachelor of Arts in Games Design - 2013

Game Theory**/**Gamification**/**Level Creation**/**AI Design**/**Flash Scripting**/**Game Project Management

**Nanyang Polytechnic**, Singapore

Diploma in Digital Media Design (Games) - 2008

3D Modelling**/**Texturing**/**Animation**/**Video Editing**/**Digital & Traditional Illustrations

**PROJECTS**

**The Gods Love Me** [Side-scrolling Mobile game]

Android Mobile**/**30 Weeks**/**4 man team**/**Illustrator, Photoshop

**Game Designer / Art Director**

• A running man game, where players interact with environment

• Designed the death system and the enemy behaviour

• Conceived the main art look of the game and UI.

• Created all the art assets and animations

• Organised and analysed game testing sessions

**The Library** [Capture the Flag Mulitplayer Map]

PC**/** 3 Weeks**/**Solo**/** 3DS Max, UDK, Photoshop

**Level Designer / Artist**

• Unreal capture the flag map

• Design based on mirrored multiplayer maps in Counter-Strike, Team fortress 2 etc

• Quick prototype created using UDK brushes for testing and getting feedback from players

• Executed game designs and revisions to completion

• Balanced the map vertically instead of horizontally

• Tested the map with 16 players

**Alien Space Station Engine room** [Small FPS Map]

PC**/** 3 Weeks**/**Solo**/** 3DS Max, UDK, Photoshop

**Level Designer / Artist**

• Designed to visually guide the player to his/her objective

• Created all the assets using only one 1024X512px texture file

• Used the different channels of the one texture file to store different patterns and passes

• Lighted the map with UDK

• Modelled, Unwrapped and Textured all Environment assets including

**Raptaron** [First person shooter]

PC**/** 7 Weeks**/**4 man team**/** 3DS Max, UDK, Flash, Scaleform, Visual Studio

**Lead Scripter / Artist**

• Unreal mod with slow motion mode and weapon that can be upgraded

• Team consist of only Designers and Artist with no Programmers

• Learnt how to do modifications to the game using unrealscripts through online tutorials

• Created turrets and drones using only kismet with a team member

• Balancing of multiplayer game play and features

• Modelled and textured environment assets for red alien ship levels

**EXPERIENCES**

eFlyte Asia Pte Ltd Singapore Summer 2007

**Game Designer/Artist**

• Was the only Artist and Designer in the company

• Completed a 8bit Golf game for China Airlines in 1 month

• In-charge of designing the gameplay and completing all art assets of the golf game

• Tasked to redesign and modernise some of their older games after the golf game

was completed

Southern Star Singapore Singapore Spring 2007

**Project Manager/Game Designer/Artist**

• Completed 3 Bottletop Bill flash games for Children

• In-charge of leading the team of 5

• Researched and interviewed kindergarten teachers to find out what is appropriate for children

• Designed the gameplays and pitched the ideas to the client

• Planned the production schedule and make sure the team has enough time to complete the games

**SKILLS**

• Adobe Creative Suite, Photoshop, Illustrator, Flash, After Effects

• 3D Studio Max, Maya

• Unreal Development Kit, CryEngine, Unity3D, Construct

• Actionscript 3, XML

• Visual studio, Tortoise SVN

• Microsoft Office Suite

• Game Design Documentation

• Creative Problem Solver

• Self-organized and self-motivated

• Familiar with working in a collaborative game design environment

• Picks up new applications with ease

**LANGUAGE**

• English, fluent in written and spoken

• Mandarin, fluent in written and spoken

**INTERESTS**

• Science Fiction (eg. Star Trek, Doctor Who)

• Traveling

• Stealth/Tactical Games( eg Metal Gear Solid,Hitman)

• MMORPGs

• Bowling

• Kendo