**<Axel> Liew Feng Ming**

**<INFORMATION>**

Email: [axel\_liu@hotmail.sg](mailto:axel_liu@hotmail.sg)

Skype ID: axel . liew

Phone: +65 9760 1256

LinkedIn: <sg.linkedin.com/in/axelliew>

**<EDUCATION>**

**B.A. In Game Design**   
<DigiPen Institute of Technology>

**Dip. Digital Media Design**   
<Nanyang Polytechnic>

**<WORK EXPERIENCE>**

Jul 2014 – Present <MindsNHands Pte Ltd>  
**Co-Founder / Game Designer**- Co-founder of Project WIZ- Producer and Designer of Two Games- Rapid Prototyping and Testing- User Experience and Product Design - Successfully aquired Grants and Investors- Assisted in Video Creation for Marketing

Jul 2014 – Present <The Co-Foundry>  
**Design Mentor**- Assisted other Startups in Design- Wireframing and UI/UX Design for Websites- UI/UX Design for Mobile Apps- Logo Designs- Graphic Designs for Marketing Materials- Project Management

Jun 2013 - Jun 2014 <Pactera Singapore>  
**QA Tester**  
- Testing New Razer Products- User Experience Testing- Localization of new product Apps- Detailed Bug Reports

May 2007 - Jul 2007 <eFlyte Asia Pte Ltd>  
**Game Designer/Artist Intern**- Produced a 8-bit Golf Game in One Month- Designed Gameplay and UI- Created all Game Assets and Animation- Graphically re-skined multiple old games- Was the only Artist/Designer in Company

**<RECENT PROJECTS>**

Walkas (Coming Soon) <Kookoo Studios>  
**Freelance Designer/Artist**<https://www.facebook.com/kookoostudios/?fref=nf>

Walkas SG50 <Kookoo Studios>  
**Freelance Artist**  
<https://goo.gl/qoqRrP>

Bolt (Coming Soon) <Project WIZ>  
**Designer/Artist**  
<https://www.youtube.com/watch?v=yXSLYO-Gzbc>

What Now ?! <Global Game Jam 2015>  
**Designer/Artist**  
<http://globalgamejam.org/2015/games/what-now-6>

**<SKILLS>**

-Gameplay Design   
-Level Design  
-UI/UX Design  
-3D Modelling  
-Texturing  
-Lighting  
-VFX  
-Animation  
-Rapid Prototyping  
-Basic programming

**<Tools>**

