**<Axel> Liew Feng Ming**

**<INFORMATION>**

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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>**

