

(Axel) LIEW Feng Ming

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Game/Level Designer

PROFILE

- 7+ years of experience including developing and executing game project plans in the game industry.
- 2+ years of Live-Ops experience in the game Battle Pirates.
- A Bachelor of Game Design; Diploma in Digital Media Design.
- Solid background in gameplay, level and UI/UX design.
- Familiarity with working with Unreal Engine and its Blueprint system.
- Experienced in Racing, FPS, Platforming and Strategy games.
- Expertise in Adobe Photoshop, Adobe Illustrator, Adobe Flash and 3DSMax.
- Highly proficient in working with new technology like VR, AR and a never released transformable controller.
- Created immersive gameplay scenarios that support and enhance the core mechanics and creative vision of the game.
- Adept in locating and fixing bugs in both my own and my colleague's work
- Researched game plot and subject matter to create accurate and compelling environments and other game elements.
- Bilingual person who can fluently speak in English and Chinese.

CORE COMPETENCIES / AREA OF EXPERTISE

- Good organizational and personal/technical problem solving.
- Traditional and computer art and design skills
- Hands-on experience with Human Centered Design and interaction design
- Ability to anticipate the needs of the artists and programmers to streamline their productivity.
- Ability to work to a style guide.
- Knowledge of 2D and 3D modelling and animation
- Great sense of color and texturing techniques
- Ability to work as part of a team and independently.
- Adaptable and always working for the betterment of the company.
- Willingness to learn new things on the needs of the company.
- Hands-on understanding of Object-Oriented Programming
- Able to understand programming scripts written by the programmers and use visual scripting tools.
- A huge passion for games and experience crafting

PROFESSIONAL EXPERIENCE

Game Designer

2019 – Present

Kixeye Canada, Victoria, British Columbia

- Target and content design for Live-ops game Battle Pirates
- Work with TortoiseSVN, json files, tableau and Jira.
- Monitored Battle Pirates discord community to keep track of player sentiments and designed new content based on that info

Project Officer/Game Designer

2018

Nanyang Technological University, Singapore <https://bit.ly/2C4gIrK>

- Gameplay and Level Design for various AI powered mobile games
- Product Direction and Project Lead

Co-Founder/Game Designer

2014 – 2017

MindsNHands Pte Ltd, Singapore

- Co-founder of Project WIZ and Producer/Designer of Two Games
- Produced a racing/endless runner game called Bolt for WIZ
- VR/AR experiences with Eon Realities and Unreal Engine 4
- Greyboxing, Rapid Prototyping and Testing using Unreal Engine 4

EDUCATION AND TRAINING

B.A in Game Design

2013

DigiPen Institute of Technology, Singapore/Redmond WA

(Equivalent to a Bachelor's Degree (four years), as determined by World Education Services, Toronto, ON)

Diploma in Digital Media Design

2008

Nanyang Polytechnic, Singapore

(Equivalent to a Diploma (three years, as determined by World Education Services, Toronto, ON)

VOLUNTEER WORK

Game Testing at Ubisoft Singapore

2013 – 2014

- Tested upcoming games that were yet to be released

PERSONAL INTERESTS

- Video Games such as Assassin's Creed, Uncharted, Rainbow Six Siege, Pokemon
- Science Fiction
- Anime