( Axel ) Feng Ming Liew

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# Summary

* 9+ years of experience including developing and executing game project plans in the game industry.
* 5+ years of Live service game development
* A Bachelor of Game Design; Diploma in Digital Media Design.
* Solid background in gameplay, level and encounter design.
* Familiarity with working with both Unity and Unreal Engine including its Blueprint system.
* Experienced in RPG, FPS, Platforming, Racing and Strategy games.
* Expertise in Adobe Photoshop, Adobe Illustrator, Adobe Flash and 3DSMax.
* Familiar with working with Jira, Perforce and Tableau.
* 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
* Bilingual person who can fluently speak in English and Chinese.

# Experience

## Encounter Designer

KABAM Games

Mar 2022 - Present (2 years 6 months)

Quest Encounter and Character Designer on the mobile fighting game Marvel’s Contest of Champions, responsible for PvE content, Encounter designs, Gameplay designs, Character designs and monthly event content. I work closely with Live-Ops, other designers and artists to deliver exciting content to the players. I am highly involved with working with stat mods, an internal way for scripting buff nodes and character behavior.

## Game Designer

KIXEYE Canada

May 2019 - Mar 2022 (3 years)

Game designer on Battle Pirates responsible for PvE/PvP content, Level/Target design, Gameplay design and Live-Ops/Events design. Battle Pirates is a Facebook Online Strategy game that was 8 years old when I joined. I breathe new life into it, creating new levels and mechanics that excite old players and bring in new ones. I was responsible for tuning damage for levels in Live events to ensure the event is profitable and hits our daily target.

## Game Designer / Project Officer

Nanyang Technological University

Jan 2018 - Nov 2018 (1 year)

IntelliK is an advanced AI powered game editor that can significantly reduce both the cost and time needed for game development. As part of the IntelliK Team, My primary role is to design game templates, product design and UI/UX. I also worked on various other separate games that the team created that are not part of the IntelliK game editor pipeline such as the Popcorn Chomp mobile game.

Popcorn Chomp uses the earlier version of the AI to detect facial inputs as part of the game mechanic.

##  Lead Game Designer / Co Founder of Wiz

MindsNHands Pte Ltd

Jan 2014 - Dec 2017 (4 years)

Wiz(previously known as NinjaFuse) is a smart toy and controller designed ground up, to nurture family bonds through collaborative play between adults and children. It seamlessly bridges the gap between physical play and digital games, developing creativity, social skills and psycho-motor skills in children.

I co-founded this project with Yuichiro Katsumoto, a researcher at Keio-NUS CUTE Center under MindsNHands Pte Ltd, a company focused on developing smart devices for the well-being and enrichment of our future generation.

I conceptualize, design and prototype new features and content for our products. I advocated for user centered experience design and present designs to internal stakeholders and other team members. I was also responsible for conducting frequent, iterative usability testing in parallel with development and maintaining and evolving a set of design patterns and standards. I was in-charge of project management of any software application/content projects we may have.

WIZ was shortlisted for Alt.Ctrl.GDC 2016 and was featured on Gamasutra now known as Gamedeveloper.com.(https://www.gamedeveloper.com/design/alt-ctrl-gdc-showcase-minds-n-hands-i-the-wiz-i-)

# Education

## Digipen Institute of Technology Singapore

Bachelor's Degree, Game Design

2010 - 2013

## Nanyang Polytechnic

Diploma, Digital Media Design

2006 - 2008

# Skills

Game Design • Video Games • Level Design • Gameplay • Unreal Blueprints • Unreal Engine 4 • Damage Tuning • Combat Systems • 3Cs • Game Production • AI Behavior • Critical Thinking • Resourceful • Innovative • Progression and Pacing Design • Json • XML • Jira • Tableau • VR/AR • Spreadsheets • Documentation • Presentation Skills • Word • 3D Studio Max • Texturing • Character Animation • Photoshop