Kevin Liew

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LinkedIn: linkedin.com/in/jjliew Portfolio: jj-liew.github.io

Education

Messiah University, Pennsylvania

August 2019 - Present

Bachelor's Degree in Digital Media

GPA 3.73

Dean's List Academic Achievement Award Recipient

Relevant Coursework:

Mobile App Design, Game Design, Web Development: client & server side, Interactive 3D Graphics, Data Structures and Algorithms, Interactive Design, Typography and Visual Comm

Technical Skills

• HTML	Three.js	Python	 Figma 	• Premiere Pro
• CSS	• p5.js	 Java 	 Photoshop 	 After Effect
 JavaScript 	 React Native 	• C/C++	 Illustrator 	 Final Cut
 WebGL 	• PHP & SQL	 UI/UX Design 	Indesign	 MS Excel

Academic Experiences

Mobile App Design Spring 2022

ProPlanner: Application for event planning

Jira: Utilized Jira for agile project management

Wireframes & User Journey: Constructed wireframes for each screen of the app and user journeys of different personas using Figma

App Development: Utilized React Native and Expo CLI to develop the application

Interactive Design Fall 2021

- UI: Designed different interfaces for web and hand-held devices
- UX: Customized user interfaces and designed effective visual stories to optimize user experience utilizing digital technologies
- Animation & Transitions: Implemented linear interactive-based animations and transitions for better flow and user experience

Web Development Fall 2020

WaveHub: Music Collection Project

- · Scrum: Practiced Scrum model to keep track of each sprint and stories using Pivotal Tracker
- Front-end Development: Utilized HTML, CSS, JavaScript, and Bootstrap to design the website
- Back-end Development: Developed functions such as login and registration using PHP
- PHP Template Engine: Utilized Smarty to separate PHP from HTML, and allow HTML files to gain access to variables from PHP files using Smarty variables and tags
- Database Access: Retrieved and updated data for each user using SQL statements

Game Development Fall 2020

llama Dungeon Escape: 2D Dungeon Crawler

• Glitch: Collabarated with the team using Glitch, a JavaScript online IDE with web hosting services

- JavaScript Library: Utilized a creative coding JS library, p5.js to develop the game
- Sprite Implementation: Integrated p5.play, a p5 library to implement sprites, collision detection, animations, and many other features to run the game
- Game Trailer: Created a short trailer for the game using Adobe Premiere Pro

Typography and Visual Comm

Fall 2020

- Composition: Created images with strong composition using alphabets with white space
- Visual Verbs & Dynamic Quotes: Shaped words in different compositions and structures to convey different messages to the viewers
- Text-Heavy Spread: Designed text-heavy spreads that emphasized on hierarchy, texture, flow, and composition