

Kevin Liew

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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

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|--------------|----------------|----------------|---------------|----------------|
| ▪ 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 and compelling 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:** Collobarated with the team using Glitch, a JavaScript online IDE with web hosting service
- **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 which emphasized on hierarchy, texture, flow and composition