

D.O.B. 06/06/1977 (Aged 36)  
NATIONALITY British, (UK/EU)  
MARITAL STATUS Married (Spouse also UK/EU citizen)

EDUCATION University College London 1995 – 1998 • Anthropology B.Sc. • Upper Second (2.1)  
The Perse School Cambridge 1990 – 1995 • 3 A-Levels • ABB (Art,English,History)

CONTACT Due to my remote location, in order of preference:  
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PORTFOLIO Video presentation:  
  
<http://vimeo.com/86063262>

Direct download (hi res files)

[http://www.mediafire.com/download/bljsz1fpaf0pppb/Portfolio\\_Images.zip](http://www.mediafire.com/download/bljsz1fpaf0pppb/Portfolio_Images.zip)

EXPERIENCE Art Director • Coin Quest • 2012 – 2013

Created an indie iOS game entitled Coin Quest, released and available on Itunes. Was responsible for all audio-visual aspects of the game from start to finished product including: Concept artwork, UI, Modeling, Animation, Particle Effects, Marketing visuals and Sound.

Worked remotely from the programmer to briefs and design documents. I had to be 100% autonomous, self organized and motivated, maintaining my own goals, schedules and standards, whilst working collaboratively and being flexible.

<https://itunes.apple.com/gb/app/coin-quest/id640090256?mt=8&ign-mpt=uo%3D4>

Promo Video for Coin Quest:

<http://www.youtube.com/watch?v=TUXwNgFiZoM>

Freelance Work – 2012-2013

Whilst working on the above indie project I also did freelance work for a variety of studios both 3D modeling and 2D design and concepts.

Creative Director/Founder • Media Insight Ltd • 2010 – Present

Started up a publishing company focused on instructional products combining interactive 3D with more traditional media such as books and videos. 2 successfully published titles: 'Yoga 3D' and 'This is Taekwon-Do'.

Responsible for all aspects of the visual production on each title including: conceptualization, 3D modeling, motion capture cleanup, animation, live action direction, video editing, print design, marketing visuals etc...

Promo Video for This is Taekwon-Do Book + DVD-ROM:

<http://www.youtube.com/watch?v=f59ez5swFIA>

Founder/Managing Director • Pipe Dreams 3D Ltd • 2002 – 2009

Founded Pipe Dreams 3D in 2002 as a 50/50 partnership and incorporated in 2003. We were first to market with 3D Animatics a new format for advertising research inspired by my games industry experience. Grew revenues to £1.2 million with £420,000 pre-tax profits by 2009, lead a team of 25+ full time employees. Entered global market in 2006, started Chicago studio in 2007, creating Pipe Dreams 3D Inc. in 2008.

During this time one of my key responsibilities was to take briefs from creative directors and turn their ideas into stunning and impactful visuals, often working from nothing more than a written script. I helped create in 3D, some of the most recognizable and famous advertising campaigns to air between 2003-2009, including campaigns for Smirnoff, Muller, Mr Propre etc...

Key skills/strengths:

Artistic eye, Visualization and Conceptualization, Ability to work quickly and find fast visual solutions due to broad knowledge of 2D and 3D techniques. Ability to work in a broad range of visual styles and mediums from cartoon brand icons to live action etc...

[www.pipedreams3d.com](http://www.pipedreams3d.com)

Art Director • Eclipse Studios Ltd • 2001 – 2002

My responsibility was to visualize the studio's flagship game from start to finish and create and lead a team of skilled artists through initial conceptualization work of characters and environments, to modeling, animation and game integration. The game was a Vietnam FPS for Xbox/PC.

Although the studio encountered funding difficulties and the project was discontinued my time at Eclipse laid the foundations for Pipe Dreams 3D to be formed.

Junior Artist – Lead Character Artist • Climax Developments Ltd • 1999-2001

I was consistently promoted due to the quality and speed of my work. I developed on platforms as diverse as PS1, Xbox, N64 and PC, and published Theme Park Inc (PC), Power Rangers Time Force (PS1), Spongebob Squarepants (PS1) and Symphony of Light (Xbox).

Was responsible for developing characters and environments from concept work to finished in-game product. Worked in a variety of styles from anime themed RPG to cartoon. Became highly skilled in very low poly/low texture artwork. Worked on environments, vehicles and props, but specialized as a character modeler.

**SKILLS**

Applications: 3DStudio Max, Mudbox, dDo & nDO, Unity 3D, Adobe Photoshop, After Effects, Illustrator, Premiere, In-Design.

Scored 98% in English GMAT (Graduate Management Admission Test) 2009. The GMAT is a timed examination which tests comprehension, analytical writing, quantitative verbal and reading skills in English.

Clean EU driving license.

Games

I have been a keen computer games player since the BBC, Amstrad and Amiga and like to keep abreast of artistic trends in the industry.

Sports & Outdoors

I am a keen sports enthusiast. My current recreational sports interests include martial arts (Judo/BJJ), indoor and outdoor rock climbing, canoeing and kayaking (flat and white water), road biking and snowboarding.

REFERENCES Because of the entrepreneurial nature of my recent working history and had no 'peers' or 'line managers', I have opted for a 360 review approach to my references.

Senior Staff Member – Jason headed up our Chicago Studio at Pipe Dreams 3D

Jason Robbins – Studio Director ENGINE HOUSE

[www.engine-house.co.uk](http://www.engine-house.co.uk)

044 117 318 0542

Junior Staff Member – Tyrone worked in the London Studio of Pipe Dreams 3D

Tyrone Yarde – RED DOT SQUARE

[www.reddotsquare.com](http://www.reddotsquare.com)

0044 1908 361 600