# Gordon Lee (Cunbo Li)

**(EAD card holder, no visa sponsorship needed.
Family-based Green Card is pending)**



13603 Marina Pointe Dr, Apt #B604, Marina
Del Rey, CA 90292

### Phone
+1 (602)339-3487
### Email
gordon.lee.6170@gmail.com
### Website
www.gordongame.com
### LinkedIn
linkedin.com/in/gordonlee6170

## Professional Skills
Unity – 5 Years
Maya – 6 Years
Substance Painter – 2 Years
Photoshop – 9 Years
Flash Professional – 8 Years
Illustrator – 8 Years
TopoGun
UVLayout

## Programming Languages
C# – 5 Years
ActionScript3 – 3 Years
HTML
CSS
JavaScript

## Education
**New York University
Game Design
(Master of Fine Art)**
New York, NY Sep. 2016 – May. 2018

**Raffles College of Design and Commerce
Multimedia Design
(Bachelor of Fine Art)**
Beijing, China Apr. 2009 – May. 2012

## Work Experiences

**Teaching Assistant, NYU Game Center** (Sep 2017 – May 2018, New York, NY)
Graduate TA for "Game Studio I" and "Intro to Game Development". Helped the professors organizing the classes and mentored 28 NYU students in Unity, C# programming, Photoshop, Illustrator and Maya. Helped the students getting familiar in Unity development pipeline, includes but not limited in creating 2D/3D assets, implementing assets into Unity, C# programming, creating particle effects, audio editing, in-game trouble shoot and debugging. Tested, identified game bugs/issues in students' projects and provided solutions to improve game qualities and player's experiences.

**Freelance Game Designer** (Aug 2014 – Sep 2016, Beijing, China)
Designed and developed indie mobile game "After Detonation Zombie Story" and Google Cardboard VR game "TreeTop" in Unity. Responsible for character concept painting, 3D character modeling/rigging/animating, game design and game development. Modeled player, NPC, enemy and environment by following mobile device limitations. Created 2D/3D assets and implemented assets, scripts into Unity. Optimized the game performance to guarantee FPS rate on mobile devices. Fixed bugs and implemented new features followed by testers' feedback.

**Flash Designer, Ogilvy & Mather** (Jun 2013 – Aug 2014, Beijing, China)
Communicated with clients to create interactive graphics, visual effects and animation for websites and commercials, incorporating visuals to give visitors a sensory experience. Worked closely with creative director, graphic designer and product manager to improve user experiences and implemented new features. Trouble shoot and gave solutions to bugs/issues and improve projects' qualities. Sample projects: Volkswagen visualizer, Mercedes Benz CLA Website, Lenovo ThinkCenter 2014 Website.
Project examples are available at http://gordongame.com/about.html#ogilvyAndMather

## Project Experiences

**"Rayha's Poem"** (Sep 2017 – May 2018)
**Game 3D Artist, Programmer, Texture Artist**
Team project for "MFA Thesis" at NYU.
A third person narrative platformer game about a young girl running away to the mythical Fairyland to escape injustice. Modeled the 3D game environment and character in Maya. Painted textures in Substance Painter. Created game visual effects in Unity Particle System and material by shading algorithm. Developed the game in Unity with C#. Improved the game qualities and fixed issues on gameplay according to the feedback from game testers. Provided solutions to game programming, 3D modeling/texturing, and game optimization.
Try "Rayha's Poem" at https://mostopha.itch.io/rayhas-poem

**"Pixel Alienoid"** (Nov 2017 – May 2018)
**Game Designer, Artist, Game Developer**
A local multi-player space shooter game that emphasizes teamwork between players. Besides the classic concept of shooting invading aliens, players will cooperate to share resources and protect each other from the waves of enemy ships as they attempt to survive and thrive in space. Created pixel style game art assets, particle effects (fire, explosion, hit, up-grade, special abilities). Provided solutions to improve gameplay experiences with multi Xbox One controllers. Optimized game performance to reach the hardware budget.
Try "Pixel Alienoid" at https://gordonlee.itch.io/pixel-alienoid

**"After Detonation Zombie Story"** (Jan – May 2015)
**Game Designer, Game Developer, 3D Artist, UI Artist, UI/UX Designer**
A game demo for iOS and Android platforms. Acquired technical skills in game design, development, Unity development pipeline and optimization to mobile platforms. Painted character concept arts. Modeled characters and environment in Maya, Zbrush and textured in Photoshop. Created the UI assets. Improved the user experiences and fixed bugs/issues according to the feedback from game testers. Provided solutions on programming, 3D modeling/texturing, UI creating and iOS/Android devices optimizing.
Try "After Detonation Zombie Story" at https://gordonlee.itch.io/after-detonation-zombie-story