Gordon Lee (Cunbo Li)

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

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. Drawing on themes of South Asian folklore and contemporary social issues.
Available at https://mostopha.itch.io/rayhas-poem

"Pixel Alienoid" (Nov 2017 – May 2018)
Game Designer, Artist, Game Developer
A 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.
Available at https://gordonlee.itch.io/pixel-alienoid

"Top Down Stealth" (Dec. 2016)
Game Designer, Game Programmer, Artist
Team project for "Game Studio I" at NYU.
Available at https://gordonlee.itch.io/top-down-stealth

"Treasure" (Sep 2016)
Game Designer, Game Developer, Game Artist
School project for "Game Studio I" at NYU.
Available at https://gordonlee.itch.io/treasure

"After Detonation Zombie Story" (Jan – May 2015)
Game Designer, Game Developer, 3D Artist, UI Artist, UI/UX Designer
A demo game designed and developed for iOS and Android platforms in Unity3D and Maya. Acquired technical skills in game design, development and optimization to target platforms.
Available at https://gordonlee.itch.io/after-detonation-zombie-story

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 professor prepare course materials, mentored 28 students during office hours, and in-game trouble shoot for students' projects in Unity, Maya and game programming.

Freelance Game Designer (Aug 2014 – Sep 2016, Beijing, China)
Designed and developed mobile games and VR games in Unity3D and modeled game assets in Maya.

Flash Designer, Ogilvy & Mather (Jun 2013 – Aug 2014, Beijing, China)
Communicated with clients to create interactive graphics and animation for websites and commercials, incorporating visuals to give visitors a sensory experience. Sample projects: Volkswagen visualizer, Mercedes Benz CLA Website, Lenovo ThinkCenter 2014 Website.