

# Gordon Lee (Cunbo Li)

## Contact

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### Address

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Del Rey, CA 90292

## 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.