

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 – 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". Tested and in-game trouble shoot for students' game projects. Identified game bugs/issues in techniques, 2D/3D art assets and game programming. Provided solutions to game art assets create, fix bugs/issues and improve game qualities. Helped professor prepare course materials, mentored 28 students in Maya, Zbrush, Photoshop, Illustrator, Unity and game programming.

Freelance Game Designer (Aug 2014 – Sep 2016, Beijing, China)

Designed and developed mobile game "[After Detonation Zombie Story](#)" and Google Cardboard VR game "[TreeTop](#)" in Unity3D. Created 3D Environment assets in Maya. Painted character concept arts, 3D modeling reference arts and 2D game assets. Rigged and animated game characters. Developed the games in Unity and improved by players' feedback.

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. Trouble shoot and gave solutions to the UI/UX design team. Fixed bugs/issues to improve user experiences. Sample projects: Volkswagen visualizer, Mercedes Benz CLA Website, Lenovo ThinkCenter 2014 Website.

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. Modeled the 3D game environment and character in Maya and painted textures in Substance Painter. 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.

Available 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 game art assets in pixel style. Provided solutions to improve gameplay experiences with multi Xbox One controllers. Optimized game performance to reach the hardware budget.

Available 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 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. Painted character concept arts. Modeled game 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 game programming, 3D modeling/texturing, UI creating and iOS/Android platforms optimizing.

Available at <https://gordonlee.itch.io/after-detonation-zombie-story>