



Internship Application

Thank you for your interest in Avalanche Studios' NY Internship. Please complete this application and submit with your resume. We will contact you when you're shortlisted.

Name: _____ **Email Address:** _____
Major: _____ **Phone Number:** _____
Year/Level: _____

Choose only one department:

☐ **Art** ☐ **Audio** ☐ **Tech** ☐ **Production**

Is this for credit? _____ If so, for how many credits? _____

Start Date of Internship: _____ End Date of Internship: _____

Please plot your availability (min of 20 hours; max of 40 hours a week)

	Monday	Tuesday	Wednesday	Thursday	Friday
Time in					
Time Out					
Total Hours					

Total Hours per week: _____ hours

Tell us why you're interested to intern for Avalanche Studios NY:

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I'm interested in Avalanche Studios NY because Avalanche Studio is a lead AAA Game Company that provides an opportunity for the current First Year MFA to get a chance into AAA Game industry. That'll be a great experience for students (like me) who are pursuing MFA in Game Design.

I'm a game artist and programmer for Unity3D games (PC and Mobile) and currently studying major of game design at NYU Game Center. I really love AAA games and always hope one day that I can make friend with who are working at AAA game industry. And expect to see how a high-level game is creating and developing. Because of talent people in Avalanche Studios. Because of famous games (Mad Max, Just Cause, The Hunter) is developed by Avalanche Studios. Avalanche Studios is the right place that I expect to be an intern in.

I apply for Art Intern position at Avalanche Studios NY and look forward to having an interview with you.

All the Best,
Gordon

Gordon (Cunbo) Li

111 Lawrence Street, 30B, Brooklyn, NY, 11201 | (602) 339-3487 | cl3846@nyu.edu | Website: <https://gordonlee.itch.io>

TECHINICAL SKILLS

- Languages: C# for Unity3D (3 years)
- Software Experience: Mac, Windows, iOS, Android, Unity3D, Zbrush, Maya, Substance Painter, Photoshop, Dreamweaver, Edge Animation, Adobe Illustrator, Premiere Pro, Flash Pro, Topgun, UVLayout
- Other: Experience working in and leading teams of 2 to 4 members that included artists, programmers and level designers both professionally and in a classroom setting. Created action items and execution plan for the team and assigned specific tasks to fellow team members to keep the projects moving forward.

EDUCATION

New York University

Master of Fine Art, Game Design

New York, NY

Graduating May 2018

- Professional level: Unity3D programming for standalone and mobile games and VR devices
- Game assets designer skills: 3D modeling, 3D animation and 3D texturing

Raffles College of Design and Commerce

Beijing, China

Bachelor of Design, Multimedia Design

2009 – 2012

User Interface design, Digital illustration, Image processing, 3D modeling, Interactive media design and New media development.

PREVIOUS RPROJECT EXPERIENCE

“Top Down Stealth”, Dec 2016

- Roles: Unity3D Programmer, Art Assets Designer.
- Languages: C#
- Misc: Single player puzzle game. A 3-peroson Game Studio I course project. Player is to look for keys to open a “secret” final door. Solve puzzles to collect key for each door and unlock new puzzles to collect new keys. Player has to avoid monsters or uses limited energy to freeze monsters in the maze, in case of spawn danger minions.
- Game Link: <https://gordonlee.itch.io/top-down-stealth>

“Tank Field”, Nov 2016

- Roles: Game Designer, Unity3D Programmer, Art Assets Designer
- Languages: C#
- Misc: Two-Player Tank-Fight game. The goal for each player is to defeat the opponent while protecting your own tank. Utilized Unity 3D functionalities in making a local Two-Player game and Game Object Movement for each player.
- Game Link: <https://gordonlee.itch.io/tankfiled>

“Catch Garbage”, Oct 2016

- Roles: Game Designer, Unity3D Programmer, Art Assets Designer
- Languages: C#
- Misc: Single player game for Game Studio I course. This game comes with a simple idea of "Garbage Classification" and different workers for their corresponding jobs. Game Link: <https://gordonlee.itch.io/catchgarbage>

“Treasure”, Sep 2016

- Roles: Game Designer, Phaser Programmer, Art Assets Designer
- Languages: JavaScript
- Misc: Single player game, the “treasure” was robbed by a gang of barbarians. You, as a knight, are responsible for getting the Treasure back. Get the Treasure back, the King is prepared to award you with the medal of Knight on your triumphant return.
- Game Link: <https://gordonlee.itch.io/treasure>

Indie Game Demos

“AfterDetonation Zombie Story”, Jan – May 2015

- Single player game designed and developed in Unity3D and other 3D software, demo developed for both iOS and Android
- After a deadly chemical detonation that turned almost all human being to deadly zombies. As one of the survivors, the player needs to be trained to use firearms, collect survival objects, connect with other survivors and defect the campus from zombies.
- Game Trailer: <https://www.behance.net/gallery/29826611/After-Detonation-Zombie-Story>

“TreeTop”, Jun – Jul 2015

- VR demo for Google Cardboard. It compatible with Bluetooth controller for movements in Virtual World. The object of player is to solve puzzles and reach the peak of the giant tree.
- Game Trailer: <https://www.behance.net/gallery/29841099/TreeTop>

WORK EXPERIENCE

**Apple
Service Specialist**

**Beijing, China
Mar – May, 2016**

**Ogilvy & Mather
Flash & Unity3D Designer**

**Beijing, China
Jun, 2013 – Aug, 2014**

- Responsible for interactive advertise, programming, material processing and animation design.
- Professional programming skills for advertising and game industry.
- Led and cooperated with team members completed projects for both worldwide and China local clients.

**MPMP Fashion Studio
Web Designer and Developer (Freelance)**

**Beijing, China
Jan – Apr, 2013**

- Working as JavaScript developer for HTML5 website.
- UI/UX Designer and Web maintenance.

**Pfizer
Graphics Designer Intern**

**Beijing, China
Jan – Apr, 2012**

ADDITIONAL INFORMATION

- Favorite games: Monument Valley, Mekorama, Space Marshal, Call of Duty series, GTA series, Hearth of Stone, Assassin’s Creed series, Another World, CounterSpy, Limbo, Super Mario series
- Hobby: Digital painting, Photograph, playing video games, making game assets and developing game concept demo