

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](https://www.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

Microsoft Office/Google Office Suite

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.

Projects Example at: <http://gordongame.com/about.html#ogilvyAndMather>

Lenovo ThinkCenter Promotion App development trailer: <https://youtu.be/WjO7fq1rfJM>

Project Experiences

"Rayha's Poem" – PC Game (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. 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>

"Advertising Room Simulation" – VR Game (Feb 2017 – May 2017)

3D Modeler, Texture Designer, Game Developer

A Virtual Reality team project brought to players the experiences of interactive phenomena. Integrated advertising and audio of everyday life to immersing experiences and expanded the possibilities of interaction in virtual reality. Created 3D model and designed textures in High Definition to reach Virtual Reality requirements. Animated 3D animation clips and implemented into Unity. Optimized performance to meet FPS requirement for VR experience. Improved the game experience and implemented new interactive features by play testing and feedback from testers.

Trailer is available at https://youtu.be/tC_KLWytb2Q

"After Detonation Zombie Story" – Mobile Game (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.

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