

# Gordon (Cunbo)

## Lee (Li)



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### Skills

#### Professional Skills

Unity3D(4 Years), Maya(5 Years), Topgun,  
UVLayout, Substance Painter(1 Year),  
Photoshop(8 Years), Adobe Illustrator,  
Flash Pro(5 Years)

**Programming Languages**  
C#(4 Years), JavaScript(2 Years),  
ActionScript(3 Years), HTML, CSS

**Other Skills**  
Team Leading, Team Player, Time  
Management, Organization,  
Communication, Problem Solving

### Education

**New York University**  
Master of Fine Art  
Game Design  
New York, NY Sep. 2016 – May. 2018

**Raffles College of Design and Commerce**  
Bachelor of Design  
Multimedia Design  
Beijing, China Apr. 2009 – May. 2012

### Project Experiences

**“Artful Dodgers”** Sep 2017 – Present

**Game Designer, Programmer, 3D Artist, Texture Artist, UI Designer**

Ongoing MFA thesis project at NYU. Dual player online 3D narrative puzzle game, set in the time of “Colonial India”. Players take control of two orphan avatars to navigate through an industrialized urban area, to steal goods that were exploited from the poor by an evil capitalist.

**“Prison VR”** Mar. – May. 2017

**3D Artist, Texture Artist**

Team project for “VR Studio” at NYU. A technical demo for VR experience in game. Modeled a prison cell and rendered high pixel density texture specifically to VR. Trailer available at [https://youtu.be/tC\\_KLWytb2Q](https://youtu.be/tC_KLWytb2Q)

**“QiXi”** Feb. – May. 2017

**Programmer, Artist, Animator**

Team project for “Game Studio II” at NYU. Dual-player platformer game centered on the relationship between love and distance of two lovers. Designed characters and animated character actions. Programmed to the game project.

**“Top Down Stealth”** Dec. 2016

**Game Designer, Programmer, Artist**

Team project for “Game Studio I” at NYU.  
Available at <https://gordonlee.itch.io/top-down-stealth>

**“Catch Garbage”** Oct. 2016

School project for “Game Studio I” at NYU. Available at  
<https://gordonlee.itch.io/catchgarbage>

**“Treasure”** Sep. 2016

School project for “Game Studio I” at NYU. Available at  
<https://gordonlee.itch.io/treasure>

**“AfterDetonation Zombie Story”** Jan. – May. 2015

A personal game demo designed and developed for both iOS and Android platforms in Unity3D and Maya. Self-taught dual-stick controlling scheme on touch screen. Enhanced technical skills to game design, development and optimization to target platforms. Trailer available at <https://youtu.be/1hG5QrxLqVA>

### Work Experiences

**NYU Game Center** Teaching Assistant for “Game Studio I” class. Tutored a  
**Teaching Assistant** classroom of 16 students during lab sessions; worked with  
Sep – Dec, 2017 professor to organize lecture materials. Provided guidance to  
New York, NY 1<sup>st</sup> year students on Unity game projects.

**Apple** Quickly assessed customers’ situation; helping customers  
**Service Specialist** acquire basic skills they need to get started on various devices  
Mar – May, 2016 and apps; Collaborated with other support team members to  
Beijing, China get customers up and running again.

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