

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

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

"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

"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>

Working Experiences

NYU Game Center

Teaching Assistant

Sep – Dec, 2017

New York, NY

Teaching Assistant for "Game Studio I" class. Tutored a classroom of 16 students during lab sessions; worked with professor to organize lecture materials. Provided guidance to 1st year students on Unity game projects.

Apple

Service Specialist

Mar – May, 2016

Beijing, China

Quickly assessed customers' situation; helping customers acquire basic skills they need to get started on various devices and apps; Collaborated with other support team members to get customers up and running again.

Ogilvy & Mather

Flash Designer

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.

Education

New York University

New York, NY Sep. 2016 – May. 2018

Master of Fine Art

Game Design

Raffles College of Design and Commerce

Beijing, China Apr. 2009 – May. 2012

Bachelor of Design

Multimedia Design