

Gordon (Cunbo) Li

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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

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 **Beijing, China**
Service Specialist **2016**

Ogilvy & Mather **Beijing, China**
Flash & Unity3D Designer **2013-2015**

- 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 **Beijing, China**
Web Designer and Developer **2013**

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

Pfizer **Beijing, China**
Graphics Designer intern **Summer 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