

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 Language

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

Personal Skills

Team Leading, Team Player, Time
Management, Organization,
Communication, Problem Solving

Project Experience

- “Artful Dodgers”** Ongoing MFA thesis project at NYU.
Sep 2017 – Present
Game Designer, Programmer, 3D Artist, Texture Artist, UI Designer
3D action puzzle game with narrative for 2 players via the Internet. The game story happens in the time of “Colonial India”. Players playing as 2 orphans that steal goods that was exploited from poor people by the evil entrepreneur.
- “Prison VR”** Team project of “VR Studio” at NYU.
Mar. – May. 2017
3D Artist, Texture Artist
A technic demo of VR in game.
Trailer available at https://youtu.be/tC_KLWytb2Q
- “QiXi”** Team project of “Game Studio II” at NYU.
Feb. – May. 2017
Programmer, Artist, Animator
2-player-game that reflects the relationship of love and distance of 2 lovers.
- “Top Down Stealth”** Team project of “Game Studio I” at NYU. Available at
Dec. 2016
Game Designer, Programmer, Artist
<https://gordonlee.itch.io/top-down-stealth>
- “Catch Garbage”** School project of “Game Studio I” at NYU. Available at
Oct. 2016
<https://gordonlee.itch.io/catchgarbage>
- “Treasure”** School project of “Game Studio I” at NYU. Available at
Sep. 2016
<https://gordonlee.itch.io/treasure>
- “AfterDetonation Zombie Story”** A personal game demo that designed and developed for both iOS and Android in Unity3D and Maya.
Jan. – May. 2015

Working Experience

- NYU Teaching Assistant** Teaching Assistant of “Game Studio I” class at NYU Game Center. Helping professor to teach and organize classes through the Fall Semester 2017
Sep – Dec, 2017
New York, NY
- Apple Service Specialist** Short working experience before attending to NYU. Helping Apple clients on solving devices issues
Mar – May, 2016
Beijing, China
- Ogilvy & Mather Flash & Unity3D Designer** With professional programming and art design skills for both advertising and game industry, I was responsible for interactive advertise and animation design. Leading and cooperating with team members completed project for both worldwide and China
Jun, 2013 – Aug, 2014
Beijing, China

Education

- New York University Game Design**
New York, NY Sep. 2016 – May. 2018 **Master of Fine Art**
- Raffles College of Design and Commerce Multimedia Design**
Beijing, China Apr. 2009 – May. 2012 **Bachelor of Design**