**Gordon (Cunbo) Li**

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111 Lawrence Street, 30B, Brooklyn, NY, 11201

**Technical 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, Flash Builder, After Effects, Topgun, UVLayout

**Other:** Experience working in and leading teams of two to six 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.

**Previous Project Experience**

Game Name: **“Top Down Stealth”** Dec 2016

Roles:

Languages: C#

Misc: Single player game. A 6 person Game Studio 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. The final secret gate will be unlocked when the player collected all the keys and safely move back to the safe zone. Player has limited energy to freeze monsters in the maze. When player used all of available energy, monsters will unfreeze and chase the player.

Game Link: <https://gordonlee.itch.io/top-down-stealth>

Game Name: **“Tank Field”** Nov 2016

Roles:

Languages: C#

Misc: Two-Player Tank Fight online game, Windows PC/Mac. 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>

Game Name: **“Catch Garbage”** Oct 2016

Roles:

Languages: C#

Misc: Single player game for Game Studio course. This game comes with a simple idea of "Garbage Classification" and different workers for their corresponding jobs. Player controls 3 different characters at the same time (Recycle worker, firefighter, and trash worker). Each character can only collect garbage in his own category (i.e. Recycle worker can only catch bottle, meal box and daily paper. Trash worker can collect catch socks, flower pot and banana peel. Firefighter is responsible for objects like bomb, gas jar and chemical acid).

Game Link: <https://gordonlee.itch.io/catchgarbage>

Game Name: **“Treasure”** Sep 2016

Roles:

Languages: C#

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

*“TreeTop”* is my first 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>

**Education**

**New York University** Sep 2016 – May 2018

**Master of Fine Art, Game Design**

I’m an expert on Unity3D programming for standalone and mobile games, 3D assets design for 3D modeling, 3D animation and 3D textures. At NYU Game Center, I’m working hard on exploring a deep level of Unity3D game design and development for mobile, game console and VR devices

**Raffles College of Design and Commerce** Apr 2009 – May 2012

**Bachelor of Design, Multimedia Design**

* Study focus: User interactive design, Digital illustration, Image processing, 3D techniques, Interactive media design and New media development.
* Projects:
  + **“The World of Chinese Promotion Kit”** - VI Design that contained mug, pen, T-shirt etc. and highly regarded by the editor and other judges.
  + **REDA Fabric for men's clothing company, Italy**
    - Roles: graphic designer, photographer, installation designer
    - Led design of installation art and graphic art using fabric to demonstrated both company culture and environmental awareness. Final installation was exhibited at Sanlitun Village
  + **Illustration for Global Times English Novel.**
    - Roles: illustrator and graphic designer. Led team to design and implementation of art illustration that was publish on Global Times April 1st 2011 issue

**Work Experience**

**Apple** 2016, Beijing, China

**Service Specialist**

**Ogilvy & Mather** 2013-2015, Beijing, China

**Flash & Unity3D Designer**

* Interactive advertisement design, programming, material processing and animation design
* Client served: Benz, VW, Siemens, IBM, Huawei and Lenovo

**MPMP Fashion Studio** 2013, Beijing, China

**Web Designer and Developer**

* Web development in HTML & JavaScript, web design, UI/UX design, image processing and web maintenance

**Pfizer** Summer 2012, Beijing, China

**Graphics Designer intern**

* Designed internal activities materials.
* Organizer and lecturer of employee iOS and Applications training sessions (class of 25 people)

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