Dear Staff at Apple HR,

This is Gordon Lee (Cunbo Li in Official Name). It’s great for me to share you my Resume and apply a job at Apple as Apple Genius (Beijing).

**Before**

From Apr. 2009, I started my college at **Raffles College of Design and Commerce (Bachelor)** and graduated in May 2012. My major is **Multimedia Design** which includes **User interactive design, Digital illustration, Image processing, 3D techniques Interactive media design and New media development**. During my college, I engaged multiple Extracurricular Projects. For example, **“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** - Appointed as graphic designer, photographer and installation designer, participated in designing of installation art and graphic art based on men’s clothing fabric and demonstrated its corporation culture and a theme of environmental protection through my design. The final installation was exhibited at Sanlitun Village. **Illustration for Global Times English Novel**. Worked as illustrator and graphic designer, responsible for reading and apprehending given material hence designing and producing appropriate illustration. The illustration was successfully selected to publish on Global Times 2011.4.1. When I was about to finish my college, I got a chance to have **Graphics Designer internship at Pfizer China** (2012.1 – 2012.4). After graduated from my college, I worked as a freelance interactive designer for different projects. Feb. 2013 to May 2013, **I designed and developed the official website of MPMP Fashion Studio** – mpmp.me. In Jun 2013, I joined in **Ogilvy & Mather as Flash Designer** and kept working there until Aug. 2014. Responsible for interactive advertise, programming, material processing and animation design. My direct client was Benz, VW, Siemens, and IBM and local companies like Huawei and Lenovo.

**Now**

After quit from Ogilvy & Mather, I started working as Freelance Game Designer to now. Focusing on mobile game and mobile VR game development on iOS and Android. Independently developed mobile game *After Detonation* and mobile VR game *TreeTop*.

*After Detonation (Demo Video)*

<http://v.youku.com/v_show/id_XMTMzNDE0NTcyNA==.html?from=s1.8-1-1.2#paction>

*TreeTop (Demo Video)*

<http://v.youku.com/v_show/id_XMTMzNTQxNDA3Ng==.html?from=s1.8-1-1.2>

I extremely familiar to iOS game development and independently finished all the content of game design and development, which includes game story, game level design, character and scene concept illustration, 3D modeling, 3D animating, Unity3D game engine, C# programming, Visual Studio, Xcode, testing on iOS and Android Devices and projects publishing.

**Future**

Almost 6-year working on interactive design field, I’ve obtained abundant experiences on using Apple Devices like Mac, iPhone, iPod and iPad. I hope I could use the different perspective from an Apple Developer to deliver ideas, techniques to more people, and let our customers get familiar on using Apple Products and change their lives to a more convenient way with Apple. In the meantime by working as an Apple Genius, I can also meet more friends from the different part of the world. I believe that my life would be more fantastic by working at Apple.

**Professional Skills:** Mac, Windows, iOS, Android, Unity3D, Zbrush, Maya, Photoshop, Dreamweaver, Edge Animation, Adobe Illustrator, Premiere Pro, Flash Pro, Flash Builder, After Effects, Topgun, UVLayout, C#, CSS, ActionScript3, HTML5, Javascript

**Language:** Professional in English, TOEFL scored 97