**“Treasure”**

Sep. 2016

School project of “Game Studio I” at NYU. Available at <https://gordonlee.itch.io/treasure>

**New York University**

**New York, NY** Sep. 2016 – May. 2018

**Raffles College of Design and Commerce**

**Beijing, China** Apr. 2009 – May. 2012

Teaching Assistant of “Game Studio I” class at NYU Game Center. Helping professor to teach and organize classes through the Fall Semester 2017

Short working experience before attending to NYU. Helping Apple clients on solving devices issues

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 market clients.

**Working Experience**

**NYU**

**Teaching Assistant**

Sep – Dec, 2017

New York, NY

**Apple**

**Service Specialist**

Mar – May, 2016

Beijing, China

**Ogilvy & Mather**

**Flash & Unity3D Designer**

Jun, 2013 – Aug, 2014

Beijing, China

**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

**“AfterDetonation Zombie Story”**

Jan. – May. 2015

**“Prison VR”**

Mar. – May. 2017

**3D Artist, Texture Artist**

**“Artful Dodgers”**

Sep 2017 – Present

**Game Designer, Programmer, 3D Artist, Texture Artist, UI Designer**

**“QiXi”**

Feb. – May. 2017

**Programmer, Artist, Animator**

**“Top Down Stealth”**

Dec. 2016

**Game Designer, Programmer, Artist**

**“Catch Garbage”**

Oct. 2016

School project of “Game Studio I” at NYU. Available at <https://gordonlee.itch.io/catchgarbage>

A personal game demo that designed and developed for both iOS and Android in Unity3D and Maya.

Team project of “VR Studio” at NYU.

A technic demo of VR in game.

Trailer available at <https://youtu.be/tC_KLWytb2Q>

Ongoing MFA thesis project at NYU.

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.

**Gordon (Cunbo)**

**Lee (Li)**

**Project Experience**

Team project of “Game Studio II” at NYU.

2-player-game that reflects the relationship of love and distance of 2 lovers.

Team project of “Game Studio I” at NYU. Available at <https://gordonlee.itch.io/top-down-stealth>

**Game Design**

**Master of Fine Art**

**Education**

**Multimedia Design**

**Bachelor of Design**

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