**Working Experiences**

**NYU Game Center**

**Teaching Assistant**

Sep – Dec, 2017

New York, NY

Teaching Assistant for “Game Studio I” class. Tutored a classroom of 16 students during lab sessions; worked with professor to organize lecture materials. Provided guidance to 1st year students on Unity game projects.

Quickly assessed customers’ situation; helping customers acquire basic skills they need to get started on various devices and apps; Collaborated with other support team members to get customers up and running again.

**Apple**

**Service Specialist**

Mar – May, 2016

Beijing, China

Communicated with clients to create interactive graphics and animation for websites and commercials, incorporating visuals to give visitors a sensory experience. Sample projects: Volkswagen visualizer, Mercedes Benz CLA Website, Lenovo ThinkCenter 2014 Website.

**Ogilvy & Mather**

**Flash Designer**

Jun, 2013 – Aug, 2014

Beijing, China

A personal game demo designed and developed for both iOS and Android platforms in Unity3D and Maya. Self-taught dual-stick controlling scheme on touch screen. Enhanced technical skills to game design, development and optimization to target platforms. Trailer available at <https://youtu.be/1hG5QrxLqVA>

**“AfterDetonation Zombie Story”**

Jan. – May. 2015

**“Prison VR”**

Mar. – May. 2017

**3D Artist, Texture Artist**

**“QiXi”**

Feb. – May. 2017

**Programmer, Artist, Animator**

**“Top Down Stealth”**

Dec. 2016

**Game Designer, Programmer, Artist**

**“Catch Garbage”**

Oct. 2016

**“Treasure”**

Sep. 2016

Team project for “Game Studio II” at NYU. Dual-player platformer game centered on the relationship between love and distance of two lovers. Designed characters and animated character actions. Programmed to the game project.

Team project for “Game Studio I” at NYU.

Available at <https://gordonlee.itch.io/top-down-stealth>

Ongoing MFA thesis project at NYU. Dual player online 3D narrative puzzle game, set in the time of “Colonial India”. Players take control of two orphan avatars to navigate through an industrialized urban area, to steal goods that were exploited from the poor by an evil capitalist.

**“Artful Dodgers”**

Sep 2017 – Present

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

**Education**

**Project Experiences**

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

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

Team project for “VR Studio” at NYU. A technical demo for VR experience in game. Modeled a prison cell and rendered high pixel density texture specifically to VR.

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

**Professional Skills**

Unity3D(4 Years), Maya(5 Years), Topgun, UVLayout, Substance Painter(1 Year), Photoshop(8 Years), Adobe Illustrator, Flash Pro(5 Years)

**Programming Languages**

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

**Other Skills**

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

**New York University**

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

**Master of Fine Art**

**Game Design**

**Bachelor of Design**

**Multimedia Design**

**Raffles College of Design and Commerce**

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

**Skills**

**Gordon (Cunbo)**

**Lee (Li)**

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