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**Working Experience**

**Apple**

**Service Specialist**

Mar – May, 2016 Beijing, China

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

**Ogilvy & Mather**

**Flash & Unity3D Designer**

Jun, 2013 – Aug, 2014

Beijing, China

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.

**Game Design**

**Master of Fine Art**

**New York University**

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

**Education**

Working as web designer and JavaScript developer to make HTML5 website for MPMP fashion design studio. (Freelance Job)

**MPMP Studio**

**Web Designer**

Jun, 2013 – Aug, 2014

Beijing, China

**Multimedia Design**

**Bachelor of Design**

**Raffles College of Design and Commerce**

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

**Project Experience**

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Sep 2017 - Present

**“Prison VR”**

Mar. – May. 2017

**“QiXi”**

Feb. – May. 2017

**“Top Down Stealth”**

Dec. 2016

**“Catch Garbage”**

Oct. 2016

**“Treasure”**

Sep. 2016

**“AfterDetonation Zombie Story”**

Jan. – May. 2015

**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



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**Gordon (Cunbo)**

**Lee (Li)**