**Gordon (Cunbo) Li**

**Phone:** (602)339-3487 **Email:** [cl3846@nyu.edu](mailto:cl3846@nyu.edu) **Website:**

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

Technical Skills

**Languages:** C# for Unity3D (3 years)

**Software:** 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:** Have strong experience working on team of up to 5 members which includes artists, programmers and level designers. Compose reasonable To-Do list for team management and pushing team projects going forwards.

Education

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

**Master of Fine Art**

Explore Unity3D game design and development for Mobile, Game Console and VR. UI implements for the better user experience in regular devices and VR environment. Learning professional level of 3D assets design for AAA games.

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

**Bachelor of Design**

* Major in Multimedia Design which includes User interactive design, Digital illustration, Image processing, 3D techniques Interactive media design and New media development.
* Extracurricular 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** - 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 1st, Apr, 2011.

Game projects

**NYU Projects**

Dec 2016 **“Top Down Stealth”**

Nov 2016 **“Tank Field”**

<https://gordonlee.itch.io/tankfiled>

Oct 2016 **“Catch Garbage”**

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

**Indie Game Demos**

Jan – May 2015 “AfterDetonation Zombie Story”

<https://www.behance.net/gallery/29826611/After-Detonation-Zombie-Story>

Jun – Jul 2015 “TreeTop”

<https://www.behance.net/gallery/29841099/TreeTop>

Professional Experience

**Apple**

**Service Specialist** Mar – May 2016, Beijing, China

**Ogilvy & Mather**

**Flash & Unity3D Designer** Jun 2013 – Jan 2015, Beijing, China

**MPMP Fashion Studio** Feb – May 2013, Beijing, China

**Web Designer and Developer**

**Pfizer**

**Graphics Designer intern** Jan – Apr 2012, Beijing, China

Additional Information

**Favorite games:**

**Hobby:**