**Gordon (Cunbo) Li**

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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**

* Currently studying at Game Center of New York University and pursuing Master of Fine Art degree.
* I’m an expert on Unity3D programming for standalone and mobile games, and 3D assets design for 3D modeling, 3D animation and 3D textures. At Game Center, I’m working hard on exploring a deep level of Unity3D game design and development for mobile, game console and VR devices.
* My target is always trying to make high-quality-graphics games with storytelling, different cultures from the world and a lot of fun. And compatible with different platforms of standalone and mobiles.
* I’m having Virtual Reality class in Spring Semester 2017. In my point of view, VR is very important to games, education and entertainments, and should be affordable to more people with low cost. So that I’m quite interesting in mobile VR, and VR UI design and implements for a batter user experiences.
* Besides my major in Game Design, I also learning professional level of 3D assets design for AAA games in my spire time.

**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”**

*“Top Down Stealth”* is a single player game that I've engaged in a teamwork for the class of Game Studio I at Game Center NYU. In the game, the purpose of the player is looking for keys to open the secret final door. The puzzles of the game needs the player to collect the key for each corresponding door and open new sections for collecting new keys and to open new doors. The final secret gate will be unlocked when the player collected all the keys and safely back to the safe zone. Player has limited energy to freeze monsters in the maze. When the player used up the energy, the monster will unfreeze and chase the player. Don't try to get into the red zone in front of the monsters. Unless you want to have a try.

You are more than welcome to try the game at: <https://gordonlee.itch.io/top-down-stealth>

Nov 2016 **“Tank Field”**

*“TankField”* is a Tank Fight game for Two-Player on Web, Windows PC and Mac. The object of each player is defeating your opponent and protect yourself. The game concept is from the tutorial that I've learned from Unity3D official website. In this tutorial, I've learned how to make a local Two-Player game and Game Object Movement for each player.

Here is my result of learning and studying. <https://gordonlee.itch.io/tankfiled>

Oct 2016 **“Catch Garbage”**

*“Catch Garbage”* is a single player game that I've designed and developed for the class of Game Studio I at Game Center NYU. This game comes with a simple idea of "Garbage Classification" and different workers for their corresponding jobs. In the game, the player control 3 characters at the same time. Each character can only catch garbage in his own category. For example, Recycle worker can only catch bottle, meal box and daily paper. Trash worker is happy to catch socks, flower pot and banana peel. Firefighter is in responding to danger objects like bomb, gas jar and chemical acid.

Have a try at: <https://gordonlee.itch.io/catchgarbage>

Sep 2016 **“Treasure”**

**“Treasure”** was robbed by a gang of barbarians. You, as a knight, are responsible for securing the Treasure from these thieves. Get the Treasure back, the King is prepared to award you with the medal of Knight to your triumphant return.

Solving the puzzle and secure the treasure at: <https://gordonlee.itch.io/treasure>

**Indie Game Demos**

Jan – May 2015 **“AfterDetonation Zombie Story”**

*“AfterDetonation Zombie Story”* is a game demo on both iOS and Android. The story happened after a huge chemical detonation which turned people to deadly zombies. As one of survivors, the player needs to be trained to use fire arms, collects useful objects for live, connects with other survivors and defects campus from zombies or intruder. This game demo was designed and developed in Unity3D and other 3D software from scratch all by myself in 2015.

The trailer is available at: <https://www.behance.net/gallery/29826611/After-Detonation-Zombie-Story>

Jun – Jul 2015 **“TreeTop”**

“TreeTop” is my first VR demo for Google Cardboard. It compatible with Bluetooth controller for movements in Virtual World. The object of player is to solve puzzles and reach to the peak of the giant tree.

Watch the go through video at: <https://www.behance.net/gallery/29841099/TreeTop>

Professional Experience

**Apple** Mar – May 2016, Beijing, China

**Service Specialist**

Service Specialist is an important role for Apple and Apple's consumer. I'm doing this job to help Apple's consumers have a better using experience, fix the relationship between Apple's consumer and Apple, provide solutions for Apple, for consumer and for both, establish loyal Apple customer and build up Apple community.

**Ogilvy & Mather** Jun 2013 – Jan 2015, Beijing, China

**Flash & Unity3D Designer**

I was working at Ogilvy & Mather and 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. Most of my programing stills and ideology was established during this experience. I’ve learned process of digital advertise producing, teamwork abilities and communication skills with different departments in the company.

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

**Web Designer and Developer**

Freelance project of web development in HTML and JavaScript. Responsible for web design, UI/UX design, image processing and web maintenance.

**Pfizer** Jan – Apr 2012, Beijing, China

**Graphics Designer intern**

* Internship in responsible to graphics design for a pharmaceutical company.
* Designed internal activities materials.
* Organizer and lecturer to the training of iOS and Applications for colleagues.

Additional Information

**Favorite games:**

Monument Valley, Mekorama, Space Marshal, Call of Duty series, GTA series, Hearth of Stone, Assassin’s Creed series, Another World, CounterSpy, Limbo, Super Mario series

**Hobby:**

Digital painting, Photograph, playing video games, making game assets and developing game concept demo