

Gordon Su

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Has over four years of experience learning 3D animation and making games as a hobby. Passionate for 3D animation and programming, reliable, and hardworking. Works well both in a team or individually. Ambitious and always ready to learn more.

Education

Western University | London, Ontario

Major: Honours Specialization in Computer Science

Minor: Minor in Software Engineering

Expected graduation date: April 2027

Made Dean's Honour List in first year and second year

Projects and Competitions

My projects can be seen on my personal website: <https://programmergs.github.io/>

GDS Micro Game Jam in January 2025

LoJam (London local game jam) in March 2024, March 2025

Ubisoft NEXT competition in winter of 2023/24

Extracurriculars

Finance executive for Tea Club from October 2024 to April 2025

Regular member of Game Design Society

Skills

Fluent in English, Chinese (Mandarin), and Japanese

3D modeling and animation with Blender and 2D art with Affinity Photo

Programming with Python, Java, and C

Programming with PHP, MySQL

Programming with HTML, CSS, JavaScript

Using Unix/Linux operating systems

Creating games and shaders with Godot (a game engine)

References Available Upon Request