

# 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.

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## Education

**Western University** | London, Ontario

**Major:** Honours Specialization in Computer Science

**Minor:** Minor in Software Engineering

**Date (expected):** September 2023 - April 2027

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

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## 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

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## Extracurriculars

Finance executive for Tea Club from October 2024 to April 2025

Regular member of Game Design Society

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## 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, and Excel VBA

Programming with HTML, CSS, JavaScript

Using Unix/Linux operating systems

Creating games and shaders with Godot (a game engine)

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**References Available Upon Request**