

# Mark Lam

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I'm a sculptor and media scholar turned developer with over five years experience developing websites and digital design for businesses ranging from e-commerce to independent artists. I am pursuing a Master's degree at New York University where I research interactive media using computer networking technology. My other interests include teaching programming, digital accessibility, and making generative sound objects.

## AREAS OF INTEREST

- Computer Networking for Expressive Media
- Interactive Interfaces
- Real-time Data Visualization
- Empathetic Conceptual Development

## Previous Experience

2015–

MARK OF THE LAM  
*Freelance Developer*  
NYC, HCMC, LA, Berkeley

- Design and develop websites for business ranging from personal artists to independent publishing houses
- Implement web features including image api's to online payment procedure
- Scope timelines and specifications while coordinating with clients to meet objectives
- Work with account managers to deploy websites to production and test for bugs and errors

2018–

NEW YORK UNIVERSITY - ITP  
*Graduate Assistant – Web Accessibility Developer*  
New York City

- Work with the accessibility team to develop and test a public facing resource site for New York University's ITP program
- Work directly with faculty and staff to scope information priorities and design website architecture
- Provide web support for non technical staff to address bugs and errors and incorporate features
- Promoted digital accessibility as a design consideration through creating training materials and workshops

- 2018–2019 LINCOLN CENTER FOR THE PERFORMING ARTS  
*Digital Accessibility Fellow*  
New York City
- Created an automated work process for captioning a catalog of over 1000 hours of video content
  - Create internal digital accessibility training material to promote access for a diverse customer base
  - Audited internal and external digital media of a world-class performing arts institution and write recommendations to meet WCAG 2.1 and Section 508 compliance
  - Develop a fully compliant digital map of campus accessibility features to allow for increased physical access
- 2017–2018 HO CHI MINH CITY UNIVERSITY OF TECHNOLOGY & EDUCATION  
*Visiting Lecturer – Introductory Programming, English*  
Ho Chi Minh City
- Develop an introductory English/programming curriculum in the C language for non-native English speaking students
  - Lead supplemental workshops in specialized programming topics such as web design and portfolio building
  - Collaborate with student leaders to promote extracurricular English study

## Education

- 2020 **Interactive Telecommunications**, Master of Professional Studies  
*New York University, New York City*
- 2015 **Media Studies & Art Practice**, Bachelor of Arts  
*University of California, Berkeley, Berkeley*
- 2013 **Graphic Design**, Associate of Arts  
*College of the Canyons, Valencia*

## Projects & Workshops

- 2020 **Automating Mindfully**, Technical Workshop  
*Unconference at ITP NYU, New York City*
- Introduction to Bash scripting language for beginner coders
  - Explore automation as a meditative practice
- 2019 **Network Operator**, Performance  
*NIME 2019, New York City*
- Created a system of 9 networked Raspberry Pi's to create a percussive instrument
  - Developed custom servers to trigger motors based on network activity
- 2019 **Lincoln Center Campus Accessibility Map**, Digital Map  
*Lincoln Center for the Performing Arts, New York City*
- Created a digital map of the Lincoln Center Campus that is fully compliant to WCAG 2.1 standards
  - Extended Google Maps API to incorporate WAI-ARIA features