

Mark Lam

1770 Dean Street
Brooklyn, New York
USA

+1 661 478 9651
mark@markofthelam.com

markofthelam.com
github.com/emceelamb

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 introductory 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
- Develop a modular front-end interface to interact with a project database
- Work directly with faculty and staff to scope information priorities and design website architecture
- Provide tech support for non technical staff to address bugs, errors and incorporate features

- 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