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. Most recently I have been working towards a Master's degree at New York University where I research interactive media using computer networking technology. Some of 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