

Mark Lam

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Sculptor, media scholar, and educator turned full stack developer, with over five years of experience developing websites and digital design for businesses ranging from e-commerce to educational institutions. I take an interdisciplinary approach to interactive media and computer networking technology. My other interests include teaching programming, digital accessibility, and making generative sound objects.

Technical Skills

- Full Stack Web Development - Flask, React, VueJS, Frontend Frameworks, Postgres, MongoDB
- Operations - *NIX System Administration, Git, Heroku, Cloud Providers, Docker, Squid, Wireshark
- Programming Languages - Bash, Javascript, Node JS, Python, Go, C
- Digital Accessibility Standards - WCAG 2.1, Section 508

Professional Experience

- 2015– MARK OF THE LAM
Freelance Developer, New York City, Ho Chi Minh City, Los Angeles, Berkeley
- Design and develop websites for business ranging from personal artists to independent publishing houses to promote products, events and services with clients located in Israel, Qatar, Hong Kong, and United States
 - Implement features such as REST api's and online payment procedures to streamline development time
 - Scope timelines and specifications while coordinating with clients to meet business objectives
 - Work with account managers to deploy websites to production, to troubleshoot bugs and errors
- 2018–2020 NEW YORK UNIVERSITY - ITP
Graduate Assistant – Web Accessibility Developer, New York City
- Developed an accessibility compliant front-end interface for a project database to meet NYU accessibility initiative guidelines in accordance to WCAG standards
 - Created training materials to conduct accessibility audits with assistive tech including VoiceOver, Jaws, and Lighthouse/WAVE
 - Mentored and trained students in web accessible programming paradigms so students will consider impact of accessibility in their development career
 - Collaborated with UX designers and faculty to create educational materials and visualize course data
- 2018–2019 LINCOLN CENTER FOR THE PERFORMING ARTS
Digital Accessibility Fellow, New York City
- Created internal digital accessibility training material for engineering and legal departments to promote access for a diverse customer base
 - Created an automated work process for captioning a catalog of over 1000 hours of video content
 - 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
 - Prototype a fully compliant digital map of campus accessibility features to simplify wayfinding
- 2017–2018 HO CHI MINH CITY UNIVERSITY OF TECHNOLOGY & EDUCATION
Visiting Lecturer – Introductory Programming, English, Ho Chi Minh City
- Developed an introductory English/programming curriculum in the C language for non-native English speaking engineering students, and worked with student leaders to promote extracurricular English study
 - Led supplemental workshops in specialized programming topics such as web design and portfolio building

Education

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