

Jimmy Lam

🖥️ jimmyl.dev

✉️ jimmy@jimmyl.dev

🌐 linkedin.com/in/jimmylamdev

🐙 github.com/jimmylam1

Skills

Languages: Python, JavaScript, C, C++

Backend: Node.js, Git, Bash, MongoDB, SQLite, Docker, Flask, Starlette

Frontend: HTML, CSS, React, Next.js

Other Skills: Technical Writing, RESTful APIs, Graphic Design, Image Generation

Education

Bachelor of Science in Computer Science

University of Oregon, June 2021

- **Honors:** *Phi Beta Kappa, magna cum laude*
- **GPA:** 3.97/4.0
- **Minors:** *Math, Physics*

Projects Experience

Discord Bot Developer (October 2020 – Present)

- Website: mktbots.com
- Developed multiple bots using discord.js for the mobile game Mario Kart Tour
- Added to 1000+ Discord servers, and used by 300+ unique users every day
- Fast response time is a top priority
- Extensive use of image generation for the best user experience

Technology: JavaScript, Node.js, MongoDB, Google Sheets API, Web Scraping, Child Processes, OCR

Mario Kart Central (November 2022 – Present)

- Website: mariokartcentral.com
- Over 40,000 registered players
- Manages tournaments throughout the year for various Mario Kart games
- Part of an all-volunteer team rewriting the website from the ground up
- Responsible for writing backend APIs for user settings, notifications, and moderation tools

Technology: Python, TypeScript, SQLite, Starlette, Docker, Svelte, HTML, CSS

OpenGL Endless Runner Game (May 2021 – June 2021)

- An endless runner game build with OpenGL and C++ where the player must dodge vehicles
- Figured out collision detection, repeating model objects, and keyboard input
- Voted Best Game from 30+ final projects in computer graphics

Technology: C++, OpenGL

Are We There Yet (April 2021 – June 2021)

- A Unity game, developed as a team, where the player attempts to dodge various obstacles to reach the end of the level.
- Responsible for the music, sound effects, and level development
- Received a grade of 100% on the final build (mean: 94%)

Technology: C#, Unity

Visualization of an Asteroid Impact into Water (January 2020 – March 2020)

- Used VisIt as the visualization software
- Wrote custom Python scripts to generate images, and used FFmpeg to convert images into a video
- Selected as one of the best videos out of 25+ submissions

Technology: Python, FFmpeg