

# Marco Lam

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## EXPERIENCE

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**Game Design Intern** | Call of Duty MW II (2022) @ Infinity Ward Jun. 2023 - Sep. 2023

- Learned to cooperate and communicate professionally with teams of hundreds.
- Prototyped 3 main gameplay and workflow features within proprietary engine and pipeline, including setting up an entity's movement behavior for Season 6's "The Haunting" event.

**Student Assistant** | Space Zoologist @ UC Davis (Remote) Oct. 2021 - Jun. 2023

- Engaged in Agile development with bi-weekly stand-ups and Trello tasks.
- Maintained communication with various disciplines to align project quality and schedules.
- Created sci-fi sound effects for player interaction and UI in the educational game project.

## PROJECTS

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**DeltaPhysics** Summer 2021 - Ongoing

Designing and implementing a full-scale physics-based Metroidvania in Unity C#.

- Scripted advanced mechanics to allow for dynamic and interactive gameplay while keeping responsive controls, including 1) customized physics using vector arithmetics and 2) physically simulated yet performant rope.
- Built custom Unity editor tools to facilitate level design via SpriteShape API, increasing productivity up to two times and enabling precise design of curved platforms.
- Integrated Unity's InputSystem package for capability to remap input controls.

**Baller** Fall - Winter 2022

Student Director for a 4-person class project for a local co-op game of 2D Catch with gimmicks.

- Helped conceptualize gameplay gimmicks such as inverting player direction after catching.
- Organized design ideas into Unity C# code architecture as tasks for programmers.

**MOMO** Nov. 2020 - Jan. 2021

Helped align the goals of a point-and-click adventure game as a designer through UCI's VGDC.

- Documented key points and scene connections using flowcharts, clarifying story structure and identifying inconsistencies to discuss with the team.

## EDUCATION

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**University of California, Irvine** (Double Major) Alumni

B.S., Computer Science (Intelligent Systems Specialization)

Oct. 2021 - Mar. 2024

B.S., Computer Game Science

Sep. 2020 - Mar. 2024

## SKILLS

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Technical Languages: C#, Python, C++, Lua, JavaScript

Tools: Unity, Version Control (Git, Github, Perforce), Task Tracker (Trello), Office softwares