

# Marco Lam

[2001.marcolam@gmail.com](mailto:2001.marcolam@gmail.com) | phone # available | [linkedin.com/in/lammarco](https://linkedin.com/in/lammarco) | [Portfolio](#) | [itch.io](#)

## EXPERIENCE

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<b>Game Design Intern</b>   Call of Duty MW II (2022)   Infinity Ward	Jun. 2023 - Sep. 2023
- Collaborated and communicated with AAA team, quickly gaining professional experience over 3 months.	
- Learned engine and pipeline, contributing 3 gameplay and workflow features to the live service.	
<b>Student Assistant</b>   Space Zoologist   UC Davis (Remote)	Oct. 2021 - Jun. 2023
- Engaged in Agile development with bi-weekly stand-ups and Trello tasks.	
- Maintained <b>communication with various disciplines</b> 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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<u><a href="#">DeltaPhysics</a></u>   Developer	Ongoing
Physics-based Metroidvania in Unity C#, iterating on previous title <u><a href="#">ForceSlinger</a></u> .	
- Scripted advanced mechanics to allow dynamic and interactive gameplay while keeping responsive controls, including 1) customized physics using vector arithmetics and 2) physically simulated yet performant rope.	
- Built <b>custom Unity editor tools</b> to facilitate level design via SpriteShape API, <b>increasing productivity up to 2x</b> and enabling precise design of curved level geometry.	
- Integrated InputSystem package for capability to remap input controls, improving player experience.	
<u><a href="#">Baller</a></u>   Student Developer	Fall - Winter 2022
4-person university project for a local co-op game of 2D Catch with gimmicks.	
- Brainstormed with Designer to conceptualize gameplay gimmicks such as inverting player direction.	
- <b>Organized design ideas into Unity C# architecture</b> , providing clear tasks for programmers.	
<u><a href="#">MOMO</a></u>   Student Designer	Nov. 2020 - Jan. 2021
As a Designer in UCI's VGDC, helped align the goals of a point-and-click adventure game.	
- Documented key points and scene connections using flowchart diagram software, <b>clarifying story structure and identifying inconsistencies</b> to discuss with the team.	
<u><a href="#">Backspin Flying</a></u>   Game Jam Developer	Jun. 2020
2D Unity C# endless side-scroller for "I Can't Draw But Want To Make A Game (Again)" game jam.	
- Designed and implemented Minimum Viable Product within time constraint of 2 weeks.	

## EDUCATION

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<b>University of California, Irvine</b>   3.97 Cumulative GPA   (Double Major) Alumni	
B.S., Computer Science	Oct. 2021 - Mar. 2024
B.S., Computer Game Science	Sep. 2020 - Mar. 2024

## SKILLS

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Technical Languages: C# | Python | C++ | Lua  
Tools: Version Control (Github, Perforce) | Task Tracker (Trello) | Visual Scripting | Unity  
Relevant Coursework (Transcript Available) : Data Structure Implementation and Analysis | Game Systems & Design