

Marco Lam

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EXPERIENCE

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.
- Navigated and contributed to a large-scale project.

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

- Maintained communication with various disciplines to align project quality and schedules.
- Engaged in Agile development with bi-weekly stand-ups and rapid-prototyping.

PROJECTS

Optimizations for Video Game Randomizer Algorithm Jun 2024

Community collaboration to improve existing map-generating algorithms.

- Proposed logic changes using Python data structures to avoid redundant expensive copies.
- Identified critical oversight resulting in potential infinite runtime, and implemented prototype solution, shared and committed through Github.

Rhythm Game Discord Bot Feb. 2021 - Late 2023

Implemented informational bot on messaging platform Discord with discord-rewrite Python library.

- Collaborated with community team to structure data into csv with multi-layered attributes.
- Implemented chat commands to query thousands of song data from 100+ rhythm games.
- Parsed text commands to search by multiple fields, such as title, song artist, game, etc.

Food Recommendation App Jan. - Mar. 2024

Machine Learning Engineer of 4-person university class project.

- Adapted TensorFlow Lite's On-Device Training & Recommendation examples to personalize meal suggestions with a model implemented in Python.
- Created Kotlin interface to perform model predictions from in-app data layers.

Mini Search Engine Nov. 2022

Solo university Python project for Information Retrieval

- Implemented multi-threaded web crawler to search over a host of 200k+ pages.
- Implemented two-pass inverted-index with tf-idf scoring to return results in <200ms.

EDUCATION

University of California, Irvine (Double Major) | 3.97 Cumulative GPA

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

Oct. 2021 - Mar. 2024

B.S., Computer Game Science

Sep. 2020 - Mar. 2024

SKILLS

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

Tools: Git & Github, TensorFlow, PyTorch, Pandas, Jupyter