

Marco Lam

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WORK EXPERIENCE

Call of Duty MW II (2022) | Game Design Intern @ IW

Jun. 2023 - Sep. 2023

Prototyped features using proprietary engine and workflow

- Animated interactive weapon reticles (e.g. Soulless soul-sucking)
- Extended reticle capabilities for future content
- Designed framework for performant & interactive entities
- Implemented S6 Haunting ghosts and interface to find nearest ghost for Ghosttracker gunscreens
- Wrote scripts to facilitate repetitive workflow

Space Zoologist | [Student Assistant](#)

Oct. 2021 - Jun. 2023

Designed sound effects for player interaction and UI in an Educational Game about engineering principles and managing animal habitats in space

Agile development with biweekly sprints and **Trello** tasks

Participated in internal playtesting and review

PROJECTS

DeltaPhysics | [Solo Developer](#)

Sept. 2019 - April 2020 (as ForceSlinger) - Present (Oct. 2023)

Designing and implementing physics-based Metroidvania in **Unity C#**

- Physics-inspired abilities, polished with modified physics
- Interactive nonlinear map design with puzzles
- created Editor tools to facilitate SpriteShape2D level design
- remappable controls with Unity's newer InputSystem

Rhythm Game Discord Bot | [Programmer](#)

Feb. 2021 - 2022 (Development Stopped) - 2023 (Present: Maintenance)

Implemented with discord.py-rewrite (**Python**)

- Chat commands to provide song data from rhythm games
- Input/text processing via regular expressions
- Search by multiple fields, including title, song artist, game, etc.

Collaborated with community contributors to structure song data into csv spreadsheet, used to generate a database with multi-layer attributes (such as sub-difficulties).

SKILLS

- Proficient in **C#**, **Python**; experienced with **C++**, **Lua**, **Java**.
- Game engine (**Unity**)
- **Git & Perforce**
- Task Management (**Trello**, **Jira**).

EDUCATION

University of California, Irvine

- Overall GPA 3.981
- B.S. in Computer Game Science
Sep. 2020 - Apr. 2024
- B.S. in Computer Science
Oct. 2021 - Apr. 2024 (Double Major)

RELEVANT COURSEWORK

- Game Systems & Design
- Game Engine Lab
- Human Computer Interaction
- Data Structure Implementation and Analysis
- Machine Learning and Data-Mining