

# 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

- Collaborated and communicated with AAA team, eagerly gaining professional experience over 3 months.
- Contributed 3 gameplay and workflow features to the live service, gaining familiarity with engine and pipelines.

**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** Developer Ongoing

Physics-based Metroidvania in Unity C#, iterating on previous title [ForceSlinger](#).

- 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 custom Unity editor tools for precise level geometry and to **increase level design productivity up to 2x**.
- Integrated InputSystem package for capability to remap input controls, improving player experience.

**Baller** 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.
- **Organized design ideas into Unity C# architecture**, providing clear tasks for programmers.

**MOMO** 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, clarifying story structure and identifying inconsistencies to discuss with the team.

**Backspin Flying** Game Jam Developer Jun. 2020

2D Unity C# endless side-scroller for game jam.

- Designed and implemented Minimum Viable Product within a time constraint of 2 weeks.
- Learned performance techniques

## EDUCATION

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**University of California, Irvine**

B.S. Computer Science Oct. 2021 - Mar. 2024

B.S. Computer Game Science Sep. 2020 - Mar. 2024

Relevant Coursework (Transcript Available) : Data Structure Implementation and Analysis | Game Systems & Design

## SKILLS

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Technical Languages: C# | Python | C++ | Lua

Tools: Version Control (Github, Perforce) | Task Tracker (Trello) | Visual Scripting | Unity