Marco Lam

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PORTFOLIO lammarco.github.io

WORK EXPERIENCE

Space Zoologist | Student Assistant
Oct. 2021 - Present (Summer 2022)

> **Agile** development with biweekly sprints and **Trello** tasks
> Participated in internal playtesting and review

PROJECTS

Rhythm Game Discord Bot | Programmer
Feb. 2021 - Present (Summer 2022)

> 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 generated a database with multi-layer attributes (such as sub-difficulties).

ForceSlinger | Game Programmer
Sept. 2019 - April 2020 (redesigning as DeltaPhysics)

> Designed and implemented physics-based platformer in **Unity C#**
> - Character physics with vector math
> - Enemy behavior with state machine
> - Save system using JsonUtility

FIRST Tech Challenge Robotics | Programmer
Sept. 2016 - April 2018

> Pair-programming in **Java using ftc-app framework**.
> Collaborated in a team environment with other disciplines (hardware, business)
> Taught programming as mentor for newer team members

SKILLS

- Proficient in **C#**, **Python**; experienced with **C++**, **Java**.

- Version Control (**Git** and **Github**).

- Project Management (**Trello).**

EDUCATION

University of California, Irvine

- Overall GPA 3.987

- B.S. in Computer Game Science
  Sep. 2020 - June 2024

- B.S. in Computer Science
  Oct. 2021 - June 2024 (Double Major)

RELEVANT COURSEWORK

- Data Structure Implementation and Analysis

- Machine Learning and Data-Mining

- Human Computer Interaction

- Algorithms for Probabilistic and Deterministic Graphical Models