Marco Lam

Technical Game Design

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PORTFOLIO lammarco.github.io
PROJECTS macrotree.itch.io

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 interactions for future content
- Scaffolded framework for performant & interactive entities
- Implemented S6 Haunting ghosts and interface to find nearest ghost for Ghosttracker gunscreen
- Wrote scripts to automate workflow

Space Zoologist | Remote Student Assistant @ UC Davis

Oct. 2021 - Jun. 2023

Agile development with biweekly sprints and Trello tasks

- Participated in internal playtesting and review
- Created sci-fi sound effects for player interaction and UI

Projects

DeltaPhysics | Solo Developer

Sept. 2019 - Present (May. 2024)

Design and implement physics-based Metroidvania in Unity C#

- Polished physics-inspired abilities with modified physics
- Designed nonlinear map with platforming & puzzle challenges
- Implemented Editor tools to facilitate level design
- Integrated remappable controls with Unity's InputSystem

Baller | Director & Tech Design

Apr. - Jun. 2023

School project for multiplayer gameplay in Unity C#

- Designed game systems & distributed tasks to programmers
- Prototyped mechanics and levels using diagram software

Rhythm Game Discord Bot | Programmer

Feb. 2021 - 2023

Community project for a chat-bot that retrieves rhythm game info

- Implemented via discord.py-rewrite API (Python)
- Collaborated with community team to organize game data

Skills

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

Education

University of California, Irvine

- Computer Game Science , B.S.
  Sep. 2020 - Mar. 2024
- Computer Science , B.S.
  Oct. 2021 - Mar. 2024 (Double Major)