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 MTX weapon reticles (e.g. Soulless soul-sucking pulse)
- Extended feature capabilities for future content
- Designed framework for lightweight entities that are interactable, movable, and scale to hundreds of instances

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

ForceSlinger | Design & Programming
Sept. 2019 - April 2020 (redesigning as DeltaPhysics)

Designed and implemented physics-based platformer in **Unity C#**
- Basic character physics: L/R acceleration, jumping, friction
- Enemy behavior: player-tracking turrets and patrolling walkers
- Ability upgrades: gun with recoil movement, double jump
- Save system using JsonUtility
- Health system with respawning at save points upon death

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 generated 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**
- Project Management (**Trello, Jira, Confluence**).

EDUCATION

University of California, Irvine
- Overall GPA 3.981
- B.S. in Computer Game Science
  Sep. 2020 - June 2024
- B.S. in Computer Science
  Oct. 2021 - June 2024 (Double Major)

RELEVANT COURSEWORK

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