

Marco Lam

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WORK EXPERIENCE

Space Zoologist | [Student Assistant](#)

Oct. 2021 - Present (Summer 2022)

Designed audio sound effects for player interaction and UI in 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

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 with **regular expressions**
- Search by multiple fields, including title, song artist, game, etc.

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

Backspin Flying | [Solo Developer](#)

June 2020 (2-week Game Jam)

2D endless side-scroller, generated by randomizing level presets.

Designed and Programmed in **Unity C#**.

ForceSlinger | [Game Developer](#)

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

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**.
- **Unity** game engine.
- Version Control (**Git** and **Github**).
- Project Management (**Trello**).

EDUCATION

University of California, Irvine

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

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

UCI Regents' Scholar

Minimum 3.25 GPA
Sep. 2020 - Present

RELEVANT COURSEWORK

- Data Structure Implementation and Analysis
- Game Engine Lab
- Machine Learning and Data-Mining
- Human Computer Interaction
- Algorithms for Probabilistic and Deterministic Graphical Models
- Game Systems & Design
- Computer Games & Society