Marco Lam

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PORTFOLIO <u>lammarco.github.io</u>
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WORK EXPERIENCE

Space Zoologist | Student Assistant

Oct. 2021 - Present (Summer 2022)

Designed sound effects for player interaction and UI in an <u>Educational Game</u> about engineering principles and managing animal habitats in space

Agile development with <u>biweekly sprints and **Trello** tasks</u> 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.

<u>Collaborated with community contributors</u> to structure song data into csv spreadsheet, used to generated 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. Created level presets using $\underline{\text{2D SpriteShape}}$

Designed and Programmed in Unity C#.

ForceSlinger | Game Programmer

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

SKILLS

- Proficient in **C#**, **Python**; experienced with **C++**, **Java**.
- Game engine (**Unity**)
 - Editor tools & GUI
- 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
- Game Engine Lab
- Human Computer Interaction
- Game Systems & Design
- Computer Games & Society