

# Marco Lam

Technical Game Design

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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 interactive weapon reticles (e.g. Soulless soul-sucking)
- Extended reticle interactions for future content
- Designed framework for performant & interactive entities
- Implemented S6 Haunting ghosts and interface to find nearest ghost for Ghosttracker gunscreens
- Wrote scripts to automate workflow

### Space Zoologist | [Remote Student Assistant](#)

Oct. 2021 - Jun. 2023

**Agile** development with biweekly sprints and **Trello** tasks

Participated in internal playtesting and review

Designed sci-fi sound effects for player interaction and UI

## PROJECTS

### DeltaPhysics | [Solo Developer](#)

Sept. 2019 - Present (Jan. 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 w/ tasks split between two programmers
- prototyped mechanics and layouts using diagram software

### Rhythm Game Discord Bot | [Programmer](#)

Feb. 2021 - 2023

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

- implemented with discord.py-rewrite API (**Python**)
- collaborated with community contributors 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)