# JONATHAN LAM

### GAME AND FULL-STACK WEB DEVELOPER

✉ jonathan.hs.lam@gmail.com  🌐 jonathanlam.ca  📞 647-406-0108  📍 Toronto  in /in/jonathanlam4  ⬡ mstop4

## ▸ SUMMARY

I'm a developer of games and full-stack web applications who believes the marriage of code, art, and music can create beautiful things. Likes to tinker with and optimize code until it's just right. Excited to learn new technologies and coding techniques and also teaching others the same.

## ▸ SKILLS

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|---|---|
| **LANGUAGES** | HTML, CSS, Javascript, ES6, GML, SQL, C++, Ruby |
| **TECHNOLOGIES & FRAMEWORKS** | Node.js, express, React, Phaser 3, Pixi.js, Babel, jQuery, Electron, webpack, Mocha, Sass, Bootstrap, Material-UI, mongoDB, Redis, MySQL, PostgreSQL, Amazon S3, Heroku, Travis CI, git, APIs, GameMaker Studio 2, Steamworks, FMOD Studio, Github |
| **MULTIMEDIA** | Photoshop, Adobe Illustrator, Premiere Pro, Pixel Art, Music Composition |

## ▸ PROJECTS

### Sync Timer

An online stopwatch microservice developed with express.js and Socket.io. Multiple users or parties can create and observe a common timer on multiple devices.

### GIFcentration

A Concentration game where players match pairs of GIFs related to a topic of their choice. Powered by Giphy and the MERN stack.

### Fractured Flicks

An animated jigsaw puzzle web game made with Pixi.js and powered by Amazon S3. Ranked 3rd place out of 109 entries in *Finally Finish Something Jam 2018*.

### FMODGMS

A GameMaker: Studio 1.4 and GameMaker Studio 2 extension that provides GML bindings to the FMOD Studio low-level API.

### Worker #11812

A point-and-drag Phaser 3 web game inspired by the "paternoster machine" from the 1927 film Metropolis by Fritz Lang.

### GML Script Wizard

A React app that helps GameMaker: Studio developers generate GML script headers just by filling in a few fields.

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## ▶ EMPLOYMENT

**Apr. 2018 to Nov. 2018**

### University of Toronto School of Continuing Studies ·
Assistant Instructor · Toronto, ON

- Provided learning support and mentorship to a class of 25 students in a web development bootcamp, helping them learn the latest full-stack web technologies and best practices, including React, MongoDB, Express, and MySQL.
- Handled a large assignment evaluation backlog when first assigned to the position. Worked with other instructors to assure students that their grades would be available in a timely manner.
- Provided regular code reviews and mentorship to student group projects, inspiring them to succeed and produce high-quality code.

**Oct. 2016 to Apr. 2017**

### Giant Fox Studios · Freelance Game Programmer · Remote

- Developed, tested, and shipped Luke Sidewalker, taking the game from prototype to release on Steam, iOS, and Android.
- Completed and polished prototype features; ported old Game Maker 8 codebase to GameMaker: Studio 1.4 for multiplatform distribution (desktop and mobile).
- Added new features: additional levels and characters, UI/UX, and leaderboards and achievements (via Steamworks SDK, iOS Game Center, and Google Play).

**Jan. 2013 to July 2017**

### Quadolor Games · Independent Game Developer

- Developed, tested, and published various games and development tools for Windows, macOS, Linux, HTML5, and Android.
- Designed, developed and tested games and tools in GameMaker: Studio.
- Created pixel and vector art assets and composed background music and sound effects with variety of software.
- Promoted games via weekly video and GIF posts on Facebook and Twitter.

## ▶ EDUCATION

### Lighthouse Labs
Diploma of Web Development

### Ontario Tech University (formerly UOIT)
MSc Computer Science - Digital Media
BIT Game Development and Entrepreneurship

### Seneca College
Recognition of Achievement Japanese Language Skills

## ▶ CERTIFICATIONS

Japanese-Language Proficiency Test · Level 4 (N5)