

Alfred Lam

aylam@ucsc.edu - (510)-996-8308

Github Projects: <https://github.com/kyoushiiro>

Portfolio Website: <https://alfylam.com>

EDUCATION

University of California, Santa Cruz - GPA: 3.82 - Cum Laude

September 2017 - March 2020

BS in Computer Science

- **Relevant Coursework:** Computer Graphics, Game AI, Data Structures and Algorithms, Linear Algebra, Probability and Statistics, Computational Models, Compiler Design, Generative Design, Vector Calculus, Computer Architecture, Operating Systems, Data Visualization, Game Engines

SKILLS

Proficient Languages: JavaScript, C/C++

Familiar Languages: Python, HTML/CSS

Technologies and APIs: Git, Unreal Engine, WebGL/OpenGL, D3js

EXPERIENCE

Computer Graphics TA (CSE160)

March 2019 - December 2019

- Tutored and guided 10 students in using WebGL to create interactive scenes
- Reviewed code and gave feedback to classes of 60 students

Instructor (iD Tech Camps)

June 2018 - August 2018

- Taught kids aged 9-17 to create games in Lua (Roblox), C++ (SFML), and Java (Processing)
- Created weekly lesson plans tailored to students' individual needs

PROJECTS

Unreal Engine Particle Cannon - Programmer - alfylam.com/projects/zarya.html

March 2020

- Recreated an Overwatch particle cannon effect in UE4 using Niagara particle editor
- Learned UE4 Blueprint and C++ systems to implement a playable prototype

LoLEsports Stat Tracker - Programmer - alfylam.com/projects/lolest.html

December 2019

- Utilized D3js to create interactive visualizations tracking over 350 professional esports players
- Used Reactjs to integrate visualizations with website
- Collaborated with team over a 10 week period using Scrum and Agile methodology

Prop 6 Data Viz - Programmer/Designer - alfylam.com/projects/prop6.html

March 2019

- Analyzed the results of 2018 midterm elections for Prop 6 to identify voting patterns
- Visualized geographic voter data for each of the 58 counties of California using D3js

WebGL Game - Programmer - alfylam.com/projects/blitz.html

December 2018

- Utilized WebGL and Javascript to create a mazelike, puzzle game
- Implemented fog, basic collision, multiple POV cameras, and Phong shading

ACTIVITIES

Slug Gaming, UCSC - President

June 2019 - March 2020

- Hosted yearly expo featuring companies and speakers in the gaming industry with 400+ attendees
- Created a business plan and sponsor deck to develop relations with sponsors
- Managed a team of 20 officers and ran biweekly meetings of 50 people
- Established and maintained org website - <https://sluggaming.club/>