

Jonathan Lam

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About Me

- Expert in GML and multiplatform game development with *GameMaker:Studio*.
- Proficient in C++ and HTML/CSS.
- Worked extensively with audio technologies: hardware, middleware, and production software.
- Enjoys finding solutions to difficult problems, optimizing processes, and create games that push the limits of the tools and software used.
- Regularly involved in local game developer meetups and social events in Toronto.

Notable Projects

FMODGMS - Feb 2016 -

- Developing, testing, and maintaining code repository on *GitHub*.
- Providing technical support for users.
- Wrote documentation and tutorials to help new users get started with FMODGMS.

Feast for the Senses - Jan 2015 - Apr 2016

- Coded custom lighting engine within *GameMaker:Studio* for angled top-down perspective. Continuously optimized the code so that the game could run at a minimum of 30 FPS (targeted 60 FPS).
- Coded all game logic. Paid special attention to enemy AI.
- Integrated *FMODGMS* into the game for music playback.
- Created all art and music assets.

Game Jam Participation

ROM Game Jam	✓ ✓ ✓ ✓
TOJam	✓ ✓ ✓
LOWREZ Jam	✓ ✓
gm48	✓ ✓

Favourite Games and Series

Super Smash Bros., Mario Kart, SimCity, Portal, The Stanley Parable, Metroid, The Legend of Zelda, Minecraft, Cave Story, Ni no Kuni, Age of Empires, To the Moon, I Have No Mouth and I Must Scream

Education

- **University of Ontario Institute of Technology** - MSc - Computer Science (Digital Media), 2009-2012
- **University of Ontario Institute of Technology** - BIT (Hons) - Game Development and Entrepreneurship, 2005-2009