

# Lam Ngo

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## Programmer

With 2+ years of experience in programming and game development, I am skilled in C++ and C#, having successfully delivered three mobile games for clients in Japan. I am also proficient in Python, with experience in implementing deep neural networks for reinforcement learning. I have experience delivering innovative solutions by leveraging modern programming techniques and ensuring maintainable, efficient codebases.

## WORK EXPERIENCE

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### Python Developer

**Computer Science Department, City University London • 09/2024 - 01/2025**

- Designed and developed Python scripts for a research project on Deep Reinforcement Learning, leveraging TensorFlow, Keras, and Deep Neural Networks
- Implemented Dynamic Programming algorithms to optimize the performance of the Deep Reinforcement Learning Network, achieving a 4x improvement in efficiency
- Contributed as a co-author to a conference paper on Deep Dynamic Programming in Deep Reinforcement Learning, showcasing innovative advancements in the field

### Programming Mentee

**Ubisoft Leamington • United Kingdom • 10/2023 - 03/2024**

- Chosen as 1 of 3 mentees in the UK
- Developed an entity-component architecture as a foundation to build a fully-functional game using modern C++ and provided API
- Applied various programming patterns - including state, observer, object pooling, commands and factory methods - to build various systems, ensuring project scalability and code maintainability

### Junior Programmer

**Indi Games Inc. • Ho Chi Minh City, Vietnam • 06/2022 - 06/2023**

- Shipped 2 mid-core and 1 hypercasual mobile games for clients in Japan, including Mugen Horror Action, Live Breeder, and Hitofudegaki
- Developed core gameplay mechanics, game UI, puzzle-solving minigames and various systems using C# and Unity
- Integrated websocket APIs to save and retrieve data for live games
- Collaborated with game artist and designer team from Japan to refine game levels and UI/UX aspects

### Programmer Trainee

**Athena Studio • Ho Chi Minh City, Vietnam • 01/2022 - 06/2022**

- Selected as 1 of 10 from 200 applicants for Athena internship program
- Developed 2 hyper-casual games using Typescript and Cocos Creator Engine
- Worked on live-ops events for an existing project called WordHome, utilizing C# and Unity

## Website Developer

Teamscāl • Ho Chi Minh City, Vietnam • 03/2021 - 11/2021

- Developed WordPress websites and built WordPress plugins using PHP and HTML/CSS
- Collaborated with marketing team from Australia to provide technical solutions for clients following Agile methodology

## EDUCATION

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### Master of Science in Computer Games Programming

City, University of London • UK • 09/2023 - 09/2024

Global STEM Leadership Master's Scholarship

### Bachelor of Science in Mathematics

The University of the South • USA • 08/2016 - 05/2020

International Honors Scholarship

## SKILLS

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**Programming language:** C#, C++, HTML/CSS, PHP, Python, TypeScript

**Technology:** Cocos Creator Engine, ImGui, OpenGL, Unity, Unreal Engine, Visual Studio, VS Code, Vulkan

**Others:** Agile Project Management, Communication, Git, Jira, Research Skills