

Ashley Kim

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Skills

Art & Design

Adobe Creative Cloud, Blender,
Microsoft Office, SketchUp,
Solidworks

Programming

Android Studio, C, CSS, HTML,
Java, JS, Python, p5.js, SML/NJ

Languages

English, Korean

Achievements

Best Use of Google Cloud

:Tartan Hacks 2021

Best Environment Hack

:Tartan Hacks 2020

First Penguin Award

:Hack 112 (Fall 2019)

Relevant Courses

Art

Animation & Projection Mapping
Feature Film
Electronic Media Studio
Interactive Art

Computer Science

Computer Systems
Data Structures
Functional Programming
Theoretical CS

Education

Carnegie Mellon University

Bachelor's of Computer Science and Art
Expected Graduation: May 2023
QPA : 3.84 — Dean's List Fall 2019, Fall 2020

Experience

d'strict — Business Strategy Intern

9.2020 - 12.2020, Seoul, Rep. of Korea

Researched and presented related media business proposals.
Translated project documents and ARTE MUSEUM contents.
Conducted influencer+WOM marketing for ARTE MUSEUM.

Seoul Modern Art Show — Media Staff

6 - 7.2019, 5 - 6.2020, Seoul, Rep. of Korea

Produced three short advertisement films.
Assembled art show catalog pages for VIP lounge.

Suppoment Gallery — Translator, Web Design(UI/UX)

3 - 8.2019 & 4 - 5.2020, 7 - 9.2020, Seoul, Rep. of Korea

Translated upcoming exhibition abstracts.
Designed gallery's new website for desktop and mobile.

Projects (more projects at ashkim.myportfolio.com!)

AR Portal

Produced an interactive augmented portal to the top of a cliff using Android Studio, Blender, and Unity.

ECOfeed — Group of 2, App Interface Design & App Dev.

Developed an Android app that encourages using reusables on campus.

Rocket: a “cooking” game — Group of 3, Game Dev.

Created an interactive 4 player rocket building game within 24 hours.