

# Ashley Kim

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## Skills

### Art & Design

Adobe Creative Cloud, Blender,  
Microsoft Office, SketchUp

### Programming

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

### Languages

Chinese, English, Korean

## Achievements

### 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

Data Structures  
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](http://ashkim.myportfolio.com)!)

**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.

### Feature Film Production: Deerstalker

Collaborated on storyboarding, character design, and sound.  
Focused on chroma key editing and color correction.