

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!)

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.