

Ashley Kim

kitetale248@gmail.com · +82 10-2111-8170 · ashkim.myportfolio.com

Skills

Art & Design

Adobe Creative Cloud, Blender,
Microsoft Office, SketchUp

Programming

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

Languages

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

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!)

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.