Ashley Kim

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Skills

Art & Design
Adobe Creative Cloud, Blender, Microsoft Office, SketchUp, Unity

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
Data Structures
Theoretical CS

Education

Carnegie Mellon University
Bachelor's of Computer Science and Art
Expected Graduation: May 2023
QPA : 4.0 — Dean's List Fall 2019

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 advertisements and 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.