

# RALPH KIM

Software Developer

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## EXPERIENCE

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### VR RESEARCH ASSISTANT – ROBOTICS INSTITUTE

2016 - Present

Research work with Prof. Stelian Coros on integrating intelligent bipedal characters, gestural interaction through Leap, and VR. Collaboration with Midas Touch Games.

### RESEARCH ASSISTANT – CARNEGIE MELLON

2015 - 2016

Developed code for projects led by Prof. Ali Momeni. One of these projects was SocialVR, an educational application in Unity that streamlines VR scene creation presented at Weird Reality and MozFest London.

### TECHNICAL ARTIST – MOJO GAME STUDIOS

Summer 2014

Scripted game systems using visual programming environment in Unreal Engine 4 for upcoming game *Aderyn's Cradle*.

## PROJECTS

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### MEMORY SLUGS - PROGRAMMER

Spring 2016

Unity project that links multiple Oculus Rifts together to allow users to control avatars within the same virtual space.

### UNITY SPHINX – INDEPENDENT

Summer 2016

A DLL wrapper in C++/C# that implements speech recognition library CMUSphinx into Unity as a plugin. Compatible with multiple platforms.

### MALLOC – INDEPENDENT

Summer 2015

Memory allocator in C which organizes singly-linked blocks of memory into a segregated free list for fast and clean access.

### STATUEVISION – PROGRAMMER

Summer 2015

Coordinated with artist Claire Hentschker to create interactive installation in Unity with Leap Motion. Presented at AMC Creativity and Cognition, Glasgow.

## EDUCATION

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### CARNEGIE MELLON UNIVERSITY

May 2016

BFA in Electronic Time-Based Art

### INTERNATIONAL BACCALAUREATE

May 2012

## HONORS

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### GOOGLE WORKSHOP

Fall 2016

Invited to develop AR apps for the Tango at Google New York

### WEIRD REALITY

Fall 2016

Presented SocialVR at Weird Reality Art & Code Conference

### URO SURG

Fall 2015

Undergraduate research grant for development of Memory Slugs

## SKILLS

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### DIGITAL

Unity  
Autodesk Maya  
Adobe CS6 (PS, PP, AE)  
OpenFrameworks  
Rhino 5  
Unreal Engine 4

### PROGRAMMING

C & C#  
MEL  
Python  
Standard ML  
HTML/CSS  
Googling StackExchange