

# RALPH KIM

Technical Artist

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## EXPERIENCE

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### RESEARCH ASSISTANT – CARNEGIE MELLON

2015 - 2016

Developed code for projects using Unity for Prof. Ali Momeni. These include SocialVR, an educational application that streamlines VR asset creation for School2Career urban education program.

### TECHNICAL ARTIST – MOJO GAME STUDIOS

Summer 2014

Scripted game systems using visual programming environment in Unreal Engine 4 for upcoming game *Aderyn's Cradle*. These systems included inventory management, item interaction, and a mana system.

### ART INTERN – CARNEGIE MELLON

Summer 2013

Assistant for Prof. Andrew Johnson. Created 3D background assets in Maya for a video project portraying pigs wandering a desolate library.

## PROJECTS

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### MEMORY SLUGS - PROGRAMMER

Spring 2016

Unity project using multiple Oculus Rifts which allows two users to perceive each other as avatars in an interactive virtual space.

### UNITY SPHINX – SOLO

Summer 2016

A DLL wrapper in C++ and C# that implements speech recognition library CMUSphinx into Unity as a plugin.

### MALLOC – SOLO

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

Interactive installation in Unity with Leap Motion. Presented at AMC Creativity and Cognition, Glasgow.

## EDUCATION

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### CARNEGIE MELLON UNIVERSITY

2012 – 2016

BFA in Electronic Time-Based Art

### INTERNATIONAL BACCALAUREATE

2011 – 2012

## HONORS

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### URO SURG

Fall 2015

Undergraduate research grant for development of Memory Slugs.

### ARMERO AWARD

Spring 2016

Award grant for research on collaborative VR.

### CMU GAME JAM

2016 & 2015

Judges' and People's Choice. Artist, designer, and programmer.

## 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