

# RALPH KIM

Digital Media

Portfolio: <https://ralphkim.com>

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## EXPERIENCE

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### TECHNICAL ARTIST – MOJO GAME STUDIOS

Summer 2014

Intern for Mojo Game Studios. Implemented game systems including inventory, item pickup, and mana in Unreal Engine 4 for upcoming game *Aderyn's Cradle*.

### LASER CUTTER– CMU SCHOOL OF ART

Spring 2014 – Current

Handling responsibility of safely operating laser cutter and using CAD software to design cuttable files.

### ART INTERN – ANDREW JOHNSON

Summer 2013

Assistant for artist Andrew Ellis Johnson. Created assets for a 3D ruined library environment in Maya.

## PROJECTS

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### YOU HAVE TO DIE – GAME

Spring 2015

Judges' and peoples' choice Carnegie Mellon division. Artist and programmer for Global Game Jam project.

### SHUT-IN – GAME

Fall 2014

Independent. GPS-enabled puzzle adventure game for the Android.

### PARKING LOT THEORY – ANIMATION

Fall 2014

Independent. One minute animation modeled and animated in Autodesk Maya.

### RETROGRADE – GAME

Fall 2012

Game Creation Society Gold Award winner. Environmental artist.

## EDUCATION

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### CARNEGIE MELLON UNIVERSITY

2012 – Current

Junior Full-time

Electronic Time-Based Art Major

Computer Science Minor

### RELEVANT COURSES

Functional Programming

Imperative Computation

Experimental Game Design

3D Animation

Experimental Animation

Game Design, Prototyping

## SKILLS

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### DIGITAL

Adobe CS6 (PS, PP, AE)

Autodesk Maya

Unity

Laser Cutter

CNC Router

Processing

Rhino 5

Unreal Engine 4

### PROGRAMMING

C

Python

Standard ML

HTML/CSS

### ART

Pencil/Charcoal

Ink

Acrylic/Oil