

RALPH KIM

Game Programmer

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EXPERIENCE

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

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

CARNEGIE MELLON UNIVERSITY

May 2016

BFA in Electronic Time-Based Art

INTERNATIONAL BACCALAUREATE

May 2012

HONORS

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

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