

# RALPH KIM

Art & Computer

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## EXPERIENCE

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### RESEARCH ASSISTANT – PROF. ALI MOMENI

Summer 2015

Developed code for projects using OpenFrameworks and Unity. Implemented machine vision functionality, Leap Motion interface, and augmented reality toolkit.

### TECHNICAL ARTIST – MOJO GAME STUDIOS

Summer 2014

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

### ART INTERN – PROF. ANDREW JOHNSON

Summer 2013

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

## PROJECTS

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### STATUEVISION GLASGOW – GAME

Summer 2015

Interactive 3D installation in Unity with Leap Motion. Presented at AMC Creativity and Cognition, Glasgow.

### THE ALEPH – ANIMATION

Spring 2015

Hand-drawn 2D animation comprised of 500 individual frames.

### DEATH OF EMPEDOCLES – ANIMATION

Spring 2015

Dynamic motion-captured animation utilizing data from Twitter API to determine sequence of displayed events.

### PARKING LOT THEORY – ANIMATION

Fall 2014

One minute animation created in Maya with original character model, rig, and background.

## EDUCATION

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### CARNEGIE MELLON UNIVERSITY

2012 – Current

Senior Full-time

Electronic Time-Based Art Major

IDEATE Animation Concentration

### RELEVANT COURSES

Computer Systems

3D Animation

Experimental Animation

Animation Art and Technology

Game Design, Prototyping

## SKILLS

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### DIGITAL

Unity

Autodesk Maya

Adobe CS6 (PS, PP, AE)

OpenFrameworks

Processing

Rhino 5

Unreal Engine 4

Laser Cutter

### PROGRAMMING

C & C#

MEL

Python

Standard ML

HTML/CSS

### ART

Pencil/Charcoal

Ink

Acrylic/Oil