RALPH KIM
Technical Artist

Portfolio: http://www.ralphkim.com
E-mail: ralph.kim93@gmail.com
Phone: 678-372-3227

EXPERIENCE

RESEARCH ASSISTANT – CARNEGIE MELLON
Summer 2015
Developed code for projects using OpenFrameworks and Unity for Prof. Ali Momeni. Implemented computer vision, Leap Motion interface, and augmented reality toolkit.

TECHNICAL ARTIST – MOJO GAME STUDIOS
Summer 2014
Scripted game systems using the visual programming environment in Unreal Engine 4 for upcoming game *Aderyn's Cradle*. These systems included inventory management, item interaction, and a unique mana system.

ART INTERN – CARNEGIE MELLON
Summer 2013
Assistant for Prof. Andrew Ellis Johnson. Created 3D background assets in Maya for a video project portraying pigs wandering a desolate library.

PROJECTS

BRIDGE OF BIRDS – TECHNICAL ARTIST   Fall 2016
Short animation in Maya dealing with the death of a relative framed by dreams and Chinese myth. Worked on rigging, character animation, and simulation of a bridge of birds.

MEMORY SLUGS – PROGRAMMER   Fall 2016
Unity installation using multiple Oculus Rifts which allows two users to perceive each other in a virtual space they can manipulate through their gaze.

MALLOC – SOLO   Fall 2015
Memory allocator in C which organizes singly-linked blocks of memory into a segregated free list structure for fast and clean access.

STATUEVISION – PROGRAMMER   Summer 2015
Interactive installation in Unity with Leap Motion. Presented at AMC Creativity and Cognition, Glasgow.

EDUCATION

CARNEGIE MELLON UNIVERSITY
2012 – 2016
Bachelor of Fine Arts
Electronic Time-Based Art Major

HONORS

URO SURG   Fall 2015
Undergraduate research grant for development of Memory Slugs.

ARMERO AWARD   Spring 2016
Additional award grant for the collaborative nature of Memory Slugs.

CMU GAME JAM   2015 & 2016
Judges' and People's Choice for games "Sisyphus" and "You Have to Die". Artist, designer, and programmer.

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