RALPH KIM

Digital Media

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Internship Coordinator
Sony Computer Entertainment of America

To whom it may concern,

I am a junior undergraduate studying Electronic Media Art and Computer Science at Carnegie Mellon University. I found Sony's internship opportunities to be a perfect fit for both my background and career goals which revolve around my current area of study and primary pastime – the videogame industry.

The Artist position seems to be an excellent fit for me considering my background in 3D projects, in which I have modeled, UV mapped, and animated environmental objects and creatures in Maya. I have also been using Photoshop for 6 years and have received university-level training in my 2D Imaging class.

Previously, I have worked as technical artist for Mojo Game Studios on their upcoming game Aderyn's Cradle. Using the visual scripting interface of Unreal Engine 4, I both designed and implemented integral game systems such as weapon inventory, item pickup mechanics, and a unique elemental mana system. Alongside that, I have provided both art assets and code, acting as the bridge between the artists and programmers, for small-scale game projects such as our 2015 Global Game Jam entry which won both the People's and Judges' Choice Award.

I am interested in expanding my professional experience beyond the somewhat casual environment of independent projects into a more disciplined and structured one. As someone who grew up alongside the Playstation 2 during the 6th generation console wars, I hold a personal connection to the company. Sony is known for producing games with a high quality standard that breaks the creative mold of mainstream norm, so I feel that my specialized skillset and breadth of experience with experimental projects would be a great asset to the company.

My portfolio can be found on my website. Thank you for your time. I hope you will find me a qualified candidate.

Sincerely,

Ralph (Junghyun) Kim