RALPH KIM
Software Engineer

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EXPERIENCE

SOFTWARE ENGINEER – DEEPMOTION INC.
2017 - Present
Pipeline and gameplay engineering for physics-based, AI-driven characters. Implemented framework for control parameter blend-space and frontend development for web-based rig editor.

VR RESEARCH ASSISTANT – ROBOTICS INSTITUTE
2016 - 2017
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.

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
Visual Studio
Autodesk Maya
Adobe CS6 (PS, PP, AE)
OpenFrameworks
Rhino 5
Unreal Engine 4

PROGRAMMING
C#
C++
MEL
Python
Standard ML
HTML/CSS
Googling Stackoverflow