

# RALPH KIM

Digital Media

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## EXPERIENCE

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### TECHNICAL ARTIST – MOJO GAME STUDIOS

Summer 2014

Intern for Mojo Game Studios. Implemented game systems including inventory, item pickup, and mana in Unreal Engine 4 for upcoming game *Aderyn's Cradle*.

### 3D MODELLER – ANDREW JOHNSON

Summer 2013

Assistant for artist Andrew Ellis Johnson. Created assets for a 3D ruined library environment in Maya.

### LASER CUTTER– CMU SCHOOL OF ART

Spring 2014 – Current

Handling responsibility of operating laser cutter and using CAD software to design cuttable files.

## EDUCATION

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### CARNEGIE MELLON UNIVERSITY 2012 – Current

Electronic Time-Based Art Major  
Computer Science Minor

### INTERNATIONAL BACCALAUREATE 2012

### RELEVANT COURSES

Functional Programming  
Imperative Computation  
Experimental Game Design  
3D Animation  
Experimental Animation  
Game Design, Prototyping

## SKILLS

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#### DIGITAL

Photoshop CS6  
Premiere CS6  
After Effects CS6  
Autodesk Maya  
Unity  
Unreal Engine 4  
Laser Cutter  
CNC Router

#### LANGUAGES

C  
Python  
Standard ML  
Processing  
HTML/CSS

## HONORS

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Global Game Jam CMU  
Judges' and peoples'  
choice 2015

Game Creation Society  
Gold Award 2012

Scholastic Art & Writing  
Gold and Silver Medal  
2011

## PROJECTS

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### SMILEY – PLUGIN

Spring 2015

Plugin for Chrome using clmtrackr library to detect faces and deform them into a smile.

### DEATH OF EMPEDOCLES – ANIMATION

Spring 2015

Dynamic animation utilizing Twitter API to determine sequence of events.

### #TRENDING – GAME

Spring 2015

Technical artist and designer for puzzle game created in Unity.

### SHUT-IN – GAME

Fall 2014

GPS-enabled puzzle adventure game for the Android.

### PARKING LOT THEORY – ANIMATION

Fall 2014

One minute animation modeled and animated in Autodesk Maya.