RALPH KIM
Technical Artist

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EXPERIENCE

RESEARCH ASSISTANT – CARNEGIE MELLON
2015 - 2016

Developed code for projects using Unity for Prof. Ali Momeni. These include SocialVR, an educational application that streamlines VR asset creation for School2Career urban education program.

TECHNICAL ARTIST – MOJO GAME STUDIOS
Summer 2014

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

ART INTERN – CARNEGIE MELLON
Summer 2013

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

PROJECTS

MEMORY SLUGS - PROGRAMMER   Spring 2016
Unity project using multiple Oculus Rifts which allows two users to perceive each other as avatars in an interactive virtual space.

UNITY SPHINX – SOLO   Summer 2016
A DLL wrapper in C++ and C# that implements speech recognition library CMUSphinx into Unity as a plugin.

MALLOC – SOLO   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
Interactive installation in Unity with Leap Motion. Presented at AMC Creativity and Cognition, Glasgow.

EDUCATION

CARNEGIE MELLON UNIVERSITY
2012 – 2016

BFA in Electronic Time-Based Art

INTERNATIONAL BACCALAUREATE
2011 – 2012

HONORS

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

ARMERO AWARD   Spring 2016
Award grant for research on collaborative VR.

CMU GAME JAM   2016 & 2015
Judges' and People's Choice. 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