

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

Fall 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

Senior Full-time

Electronic Time-Based Art Major

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