

RALPH KIM

Technical Artist

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EXPERIENCE

RESEARCH ASSISTANT – PROF. ALI MOMENI

Summer 2015

Developed code for projects using OpenFrameworks and Unity. Implemented machine vision functionality, Leap Motion interface, and augmented reality toolkit.

TECHNICAL ARTIST – MOJO GAME STUDIOS

Summer 2014

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

ART INTERN – PROF. ANDREW JOHNSON

Summer 2013

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

PROJECTS

TINY SHELL – PROGRAM

Fall 2015

Linux shell in C with built-in foreground and background job handling, I/O redirection, and signal handling.

DRONE TACKING – SOFTWARE

Summer 2015

OpenFrameworks app that track fiducial markers and record drone choreography using machine vision.

STATUEVISION GLASGOW – GAME

Summer 2015

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

L'INCONNUE – GAME

Summer 2015

VR horror game in Unity for Google Cardboard. Finalist for Global Archiact VR Jam.

EDUCATION

CARNEGIE MELLON UNIVERSITY

2012 – Current

Senior Full-time

Electronic Time-Based Art Major

RELEVANT COURSES

Functional Programming

Computer Systems

Experimental Animation

Game Design, Prototyping

HONORS

URO SURG

Fall 2015

Research grant for VR development

ARMERO AWARD

Spring 2016

Award for creative research

CMU GAME JAM

2016 & 2015

Judges' and People's Choice

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