

# RALPH KIM

Art & Computer

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## EXPERIENCE

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### RESEARCH ASSISTANT – ALI MOMENI

Summer 2015

Research assistant for Professor Ali Momeni.

Developed code for projects involving OpenFrameworks and Unity.

### TECHNICAL ARTIST – MOJO GAME STUDIOS

Summer 2014

Intern for Mojo Game Studios. Implemented game systems using Blueprint in Unreal Engine 4 for upcoming game *Aderyn's Cradle*.

### ART INTERN – ANDREW JOHNSON

Summer 2013

Assistant for artist Andrew Ellis Johnson. Created 3D assets in Maya for a video project.

## PROJECTS

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### DRONE TACKING – SOFTWARE

Summer 2015

OpenFrameworks project that uses machine vision to track fiducial markers to record drone choreography.

### STATUEVISION GLASGOW – GAME

Summer 2015

Interactive installation in Unity with Leap Motion.

Presented at AMC Creativity and Cognition, Glasgow.

### YOU HAVE TO DIE – GAME

Spring 2015

Judges' and peoples' choice Carnegie Mellon division. Artist and programmer for Global Game Jam project.

### SHUT-IN – GAME

Fall 2014

Independent. GPS-enabled puzzle adventure game for the Android.

## EDUCATION

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### CARNEGIE MELLON UNIVERSITY

2012 – Current

Senior Full-time

Electronic Time-Based Art Major

Computer Science Minor

IDEATE Animation Concentration

### RELEVANT COURSES

Functional Programming

Imperative Computation

Computer Systems

Experimental Animation

Game Design, Prototyping

## SKILLS

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### DIGITAL

Unity

Autodesk Maya

Adobe CS6 (PS, PP, AE)

OpenFrameworks

Processing

Rhino 5

Unreal Engine 4

Laser Cutter

### PROGRAMMING

C & C#

Python

Standard ML

HTML/CSS

### ART

Pencil/Charcoal

Ink

Acrylic/Oil