Software Developer

PROJECTS

**MEMORY SLUGS - PROGRAMMER** Spring 2016

Unity project that links multiple Oculus Rifts together to allow users to control avatars within the same virtual space.

**UNITY SPHINX – INDEPENDENT** Summer 2016 A DLL wrapper in C++/C# that implements speech recognition library CMUSphinx into Unity as a plugin. Compatible with multiple platforms.

**MALLOC – INDEPENDENT**  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 Coordinated with artist Claire Hentschker to create interactive installation in Unity with Leap Motion. Presented at AMC Creativity and Cognition, Glasgow.

RALPH KIM

HONORS

**GOOGLE WORKSHOP**  Fall 2016

Invited to develop AR apps for the Tango at Google New York

**WEIRD REALITY**  Fall 2016

Presented SocialVR at Weird Reality Art & Code Conference

**URO SURG** Fall 2015

Undergraduate research grant for development of Memory Slugs

**PROGRAMMING**

C & C#

MEL

Python

Standard ML

HTML/CSS

Googling StackExchange

SKILLS

**DIGITAL**

Unity

Autodesk Maya

Adobe CS6 (PS, PP, AE)

OpenFrameworks

Rhino 5

Unreal Engine 4

**CARNEGIE MELLON UNIVERSITY**

May 2016

BFA in Electronic Time-Based Art

**INTERNATIONAL BACCALAUREATE**

May 2012

EDUCATION

EXPERIENCE

**VR RESEARCH ASSISTANT – ROBOTICS INSTITUTE**

2016 - Present

Research work with Prof. Stelian Coros on integrating intelligent bipedal characters, gestural interaction through Leap, and VR. Collaboration with Midas Touch Games.

**RESEARCH ASSISTANT – CARNEGIE MELLON**

2015 - 2016

Developed code for projects led by Prof. Ali Momeni. One of these projects was SocialVR, an educational application in Unity that streamlines VR scene creation presented at Weird Reality and MozFest London.

**TECHNICAL ARTIST – MOJO GAME STUDIOS**

Summer 2014

Scripted game systems using visual programming environment in Unreal Engine 4 for upcoming game *Aderyn’s Cradle*.

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