**LANGUAGES**

C

Python

Standard ML

Processing

HTML/CSS

**DIGITAL**

Photoshop CS6

Premiere CS6

After Effects CS6

Autodesk Maya

Unity

Unreal Engine 4

Laser Cutter

CNC Router

HONORS

**SMILEY – PLUGIN**

Spring 2015

Plugin for Chrome using clmtrackr library to detect faces and deform them into a smile.

**DEATH OF EMPEDOCLES – ANIMATION**

Spring 2015

Dynamic animation utilizing Twitter API to determine sequence of events.

**#TRENDING – GAME**

Spring 2015

Technical artist and designer for puzzle game created in Unity.

**SHUT-IN – GAME** Fall 2014

GPS-enabled puzzle adventure game for the Android.

**PARKING LOT THEORY – ANIMATION** Fall 2014

One minute animation modeled and animated in Autodesk Maya.

SKILLS

Global Game Jam CMU Judges’ and peoples’ choice 2015

Game Creation Society Gold Award 2012

Scholastic Art & Writing Gold and Silver Medal 2011

**CARNEGIE MELLON UNIVERSITY** 2012 – Current

Electronic Time-Based Art Major

Computer Science Minor

**INTERNATIONAL BACCALAUREATE** 2012

**RELEVANT COURSES**

Functional Programming

Imperative Computation

Experimental Game Design

3D Animation

Experimental Animation

Game Design, Prototyping

EDUCATION

EXPERIENCE

PROJECTS

**TECHNICAL ARTIST – MOJO GAME STUDIOS**

Summer 2014

Intern for Mojo Game Studios. Implemented game systems including inventory, item pickup, and mana in Unreal Engine 4 for upcoming game *Aderyn’s Cradle*.

**3D MODELLER – ANDREW JOHNSON**

Summer 2013

Assistant for artist Andrew Ellis Johnson. Created assets for a 3D ruined library environment in Maya.

**LASER CUTTER– CMU SCHOOL OF ART**

Spring 2014 – Current

Handling responsibility of operating laser cutter and using CAD software to design cuttable files.

Digital Media

Portfolio: <http://ralphkim.com>

E-mail: junghyu1@andrew.cmu.edu

Phone: 678-372-3227

RALPH KIM