Portfolio: <https://ralphkim.com>

E-mail: junghyu1@andrew.cmu.edu

Phone: 678-372-3227

**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.

**PARKING LOT THEORY – ANIMATION** Fall 2014

Independent. One minute animation modeled and animated in Autodesk Maya.

**RETROGRADE – GAME** Fall 2012

Game Creation Society Gold Award winner.

Environmental artist.

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*.

**LASER CUTTER– CMU SCHOOL OF ART**

Spring 2014 – Current

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

**ART INTERN – ANDREW JOHNSON**

Summer 2013

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

EXPERIENCE

EDUCATION

**CARNEGIE MELLON UNIVERSITY**

2012 – Current

Junior Full-time

Electronic Time-Based Art Major

Computer Science Minor

**RELEVANT COURSES**

Functional Programming

Imperative Computation

Experimental Game Design

3D Animation

Experimental Animation

Game Design, Prototyping

SKILLS

**ART**

Pencil/Charcoal

Ink

Acrylic/Oil

**PROGRAMMING**

C

Python

Standard ML

HTML/CSS

**DIGITAL**

Adobe CS6 (PS, PP, AE)

Autodesk Maya

Unity

Laser Cutter

CNC Router

Processing

Rhino 5

Unreal Engine 4

Digital Media

RALPH KIM