HONORS

**URO SURG** Fall 2015

Undergraduate research grant for development of Memory Slugs.

**ARMERO AWARD** Spring 2016

Award grant for research on collaborative VR.

**CMU GAME JAM**  2016 & 2015

Judges’ and People’s Choice. Artist, designer, and programmer.

**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**

2012 – 2016

BFA in Electronic Time-Based Art

**INTERNATIONAL BACCALAUREATE**

2011 – 2012

EDUCATION

EXPERIENCE

**RESEARCH ASSISTANT – CARNEGIE MELLON**

2015 - 2016

Developed code for projects using Unity for Prof. Ali Momeni. These include SocialVR, an educational application that streamlines VR asset creation for School2Career urban education program.

**TECHNICAL ARTIST – MOJO GAME STUDIOS**

Summer 2014

Scripted game systems using visual programming environment in Unreal Engine 4 for upcoming game *Aderyn’s Cradle*. These systems included inventory management, item interaction, and a mana system.

**ART INTERN – CARNEGIE MELLON**

Summer 2013

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

**MEMORY SLUGS - PROGRAMMER** Spring 2016

Unity project using multiple Oculus Rifts which allows two users to perceive each other as avatars in an interactive virtual space.

**UNITY SPHINX – SOLO** Summer 2016 A DLL wrapper in C++ and C# that implements speech recognition library CMUSphinx into Unity as a plugin.

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

PROJECTS

Technical Artist

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RALPH KIM