**URO SURG** Fall 2015

Research grant for VR development

**ARMERO AWARD** Spring 2016

Award for creative research

**CMU GAME JAM**  2016 & 2015

Judges’ and People’s Choice

HONORS

**RELEVANT COURSES**

Functional Programming

Computer Systems

Experimental Animation

Game Design, Prototyping

**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

EDUCATION

**CARNEGIE MELLON UNIVERSITY**

2012 – Current

Senior Full-time

Electronic Time-Based Art Major

**RESEARCH ASSISTANT – PROF. ALI MOMENI**

Summer 2015

Developed code for projects using OpenFrameworks and Unity. Implemented machine vision functionality, Leap Motion interface, and augmented reality toolkit.

**TECHNICAL ARTIST – MOJO GAME STUDIOS**

Summer 2014

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

**ART INTERN – PROF. ANDREW JOHNSON**

Summer 2013

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

EXPERIENCE

**TINY SHELL – PROGRAM** Fall 2015

Linux shell in C with built-in foreground and background job handling, I/O redirection, and signal handling.

**DRONE TACKING – SOFTWARE** Summer 2015 OpenFrameworks app that track fiducial markers and record drone choreography using machine vision.

**STATUEVISION GLASGOW – GAME** Summer 2015 Interactive installation in Unity with Leap Motion. Presented at AMC Creativity and Cognition, Glasgow.

**L’INCONNUE – GAME**  Summer 2015

VR horror game in Unity for Google Cardboard. Finalist for Global Archiact VR Jam.

PROJECTS

Technical Artist

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RALPH KIM