

RALPH KIM

Software Engineer

Portfolio: <http://www.ralphkim.com>

E-mail: ralph.kim93@gmail.com

Phone: 678-372-3227

EXPERIENCE

SOFTWARE ENGINEER – DEEPMOTION INC.

2017 - Present

Pipeline and gameplay engineering for physics-based, AI-driven characters. Implemented framework for control parameter blend-space and frontend development for web-based rig editor.

VR RESEARCH ASSISTANT – ROBOTICS INSTITUTE

2016 - 2017

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.

PROJECTS

WEB RIG EDITOR

2017

Frontend development for browser based, cloud-integrated software. Allows the user to quickly prepare rigs for integration with DeepMotion's AI-driven character.

MEMORY SLUGS

Spring 2016

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

UNITY SPHINX

Summer 2016

A DLL wrapper in C++/C# that implements speech recognition library CMUSphinx into Unity as a plugin. Compatible with multiple platforms.

STATUEVISION

Summer 2015

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

EDUCATION

CARNEGIE MELLON UNIVERSITY

May 2016

BFA in Electronic Time-Based Art

INTERNATIONAL BACCALAUREATE

May 2012

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

SKILLS

DIGITAL

Unity

Visual Studio

Autodesk Maya

Adobe CS6 (PS, PP, AE)

OpenFrameworks

Rhino 5

Unreal Engine 4

PROGRAMMING

C#

C++

MEL

Python

Standard ML

HTML/CSS

Googling Stackoverflow