Ian **Chase**

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PROFILE

Inspired, to be highly creative and be a digital artist/animator.

Dedicated, to learn and grow while establishing a long term career.

Motivated, to excel and consistently better myself as an artist.

Leader, molded as an eagle scout, well suited to work with others.

EDUCATION

Bachelor of Science
Major: 3D Animation
Eastern Michigan University
Graduated 2014

Associates of Applied Science
Major: Graphic Design
Monroe County Community College
Graduated 2012

SKILLS

Adobe CC	**Autodesk**	**Zbrush(Sculpting)**	**Real-Time Engines(Unity & Ureal)**
Graphic Design	**3D Modeling**	**Retopology**	**Shaders / VFX / Particles**
Motion Graphics	**UV Unwrapping**	**Substance Painter**	**Substance Designer**
UI / UX Design	**3D Animation**	**Rigging**	**Mobile Development (App/Web)**
Video Production	**Sketch/Figma**	**Environment Design**	**Human Centric Design**
Web Design	**Photography**	**Character Design**	**Concept / Storyboard & MORE**

EXPERIENCE

UI/UX Designer 12/2018 - 06/2019
Fast Effect, Royal Oak, Michigan
Seven month contract position developing User Interface & Interaction Designs for Augmented Reality, Virtual Reality, and Mobile Applications. Pipeline included wireframing, high fidelity prototyping, and graphic asset creation using Sketch, Illustrator & Photoshop. Motion Graphics for Video & UI assets using After Effects, Illustrator and Blender 3D. Product design concepts using Blender 3D, Illustrator and After Effects. 3D/UI implementation into Real-Time Graphics Engine Unity using C# scripting.

3D Product Artist 05/2017 - 12/2018
Mackevision, Troy, Michigan
Construct complete, ready-to-render CG models for all current model year Mercedes - Benz vehicles, Program data sets for full configuration, Support our render pipeline to supply Mercedes - Benz Build And Price shopping tools with finished, 100% modular interior and exterior imagery, Review prepared 3D datasets for product accuracy, quality, and pipeline readiness, Developmental in-house program UI Design when in between projects.

Animator / VR specialist 10/2015 - 05/2017
InventHelp, Pittsburgh, Pennsylvania
3D modeling, rigging and animation of invention ideas from clients. Pipeline included Modeling/Rigging/Animation in 3ds max, UV mapping, Texturing. The Product Animations were rendered in Mental Ray to display the invention concept. Unity 3D development (C#) of a Mobile Virtual Reality application to interact with and demonstrate inventions ideas. UI/UX design & development, Environment Art, & Custom State Animations.

Virtual Reality Engineer 9/2015 - 6/2016
D'angelo Technologies, Pittsburgh, Pennsylvania
Develop Virtual Reality government training simulations with custom peripherals, PC VR Headsets, and Spacial VR using Unity. Designed VR User Interface, User Interaction Mechanics, Mobile VR prototypes, 3D pipeline to create hard surface & organic assets for Unity. Government contract not renewed.

Video Production Artist 01/2015 - 9/2015
Millennium Graphics & Design, Blissfield, Michigan
Develop commercials for TV using graphics, 3D and source video. Motion Graphic pipeline included Adobe After Effects, Premiere Pro, Illustrator, Blender, Cycles Rendering. Copyright for scripts, Implemented team communication infrastructure to improve efficiency.

Creative Marketing Director 1/2014 - 9/2014
Phoenix Theatres, Farmington, Michigan
Performed graphic design, web design, motion graphics, web site management, poster design, print design, photography, 3D modeling and animation for commercials & presentations. Managed all graphic related material and mediation.

Digital Designer 6/2012 - Present
Synergy Web & Graphics, Michigan
Graphic Design, Web Design, Motion Graphics, 3D Art & Animation, UI/UX design, Application Development with Unity & Unreal Engines. Freelance work including Logos, Illustration, Animation, Advertising, Print Design, 3D art, Modeling, & Texturing. Large Company Contracts include Bluewater Technologies(02/2017 - 05/2017) 3d Modeling, Animation, and Texturing. Physicians Technology (9/2014-01/2015) Email Marketing, Graphic/Web Design, and more.

.REFERENCES

Nick Kramer	**Mike Condon**	**Kevin Manning**
Front End Developer	3D Product Artist	Freelance 3D Artist
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