

# Ian Chase

Dearborn, Michigan • 48124

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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

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

## EXPERIENCE

### **Lead User Interface Designer** 9/2019 - present

Pixo VR, Royal Oak, Michigan

Build wireframes & High fidelity prototypes in an Agile environment to define visual elements within Virtual Reality. Work within Unreal Engine using the UMG system and blueprint visual programming to realize the prototype in real time. Develop internal UI atlas to enable development team to create unified VR interfaces used across every module created. 3D work includes 3D user interface elements, 3D Environment modeling, texturing, baking, etc for use on multiple VR formats including mobile.

### **Senior Environment Artist** 9/2019 - present

Soma Games, Dearborn, Michigan

Create, Concept, Build, and Implement environment assets including terrain, buildings, props, and other 3D assets. I work 1 sometimes 2 levels ahead of the rest of the team, I take what the programmers and level designers block out with basic shapes and create a custom terrain, From there i set-dress props and environment assets such as trees, boulders, houses, bridges etc. to represent where things should be. the team later comes in to polish while I come back through 1 or 2 levels behind the rest of the team to create more custom assets to add final polish. On non organic levels I model and texture the level and create modular assets to put together.

**UI/UX Designer 12/2018 - 08/2019**

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.

**3D Artist / Animator / VR specialist 10/2015 - 05/2017**

InventHelp, Pittsburgh, Pennsylvania

Product design by 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 Spatial VR using Unity. Designed VR User Interface, User Interaction Mechanics, Mobile VR prototypes, 3D pipeline to create hard surface & organic assets and environments 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.

**Independent Contracts 09/2014 - 01/2015****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.

**Freelance Digital Designer 6/2012 - Present**

Graphic Design, Web Design, Motion Graphics, 3D Art & Animation & More

## .REFERENCES

### **Nick Kramer**

Front End Developer

[Krames12@gmail.com](mailto:Krames12@gmail.com)

(734) 770.4201

### **Mike Condon**

3D Product Artist

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### **Kevin Manning**

Freelance 3D Artist

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