

Ian Chase

Dearborn, Michigan • 48124

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PROFILE

Inspired, to be highly creative and a digital creator.

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

Motivated, to excel and consistently better myself as a professional.

Leader, molded as an Eagle Scout, well suited to work with others.

EDUCATION

Bachelor of Science

Major: 3D Game Design
Eastern Michigan University
Graduated 2014

Associates of Applied Science

Major: Graphic / Web 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/2D Animation	Rigging	Mobile Development (App/Web)
Video Production	Sketch/Figma	Environment Design	Human Centric Design
Web Design	Photography	Game Design	Concept/Wireframe/Storyboard

EXPERIENCE

UI / UX Designer & Developer 8/2020 - present

Volok Games, LLC, Dearborn, Michigan

Design & Develop Video Game User Interface using Figma, Illustrator, Unity and C#. Design UI for Shop, Inventory, Map Selection, and HUD in an agile environment for user flow. Develop UI within Unity using C# scripting and other tools. Polish UI with Animation within Unity and After Effects. Test and research User Experience use case scenarios and build database systems for inventory items, power ups, and unlocking content. Design Game Mechanics that are used with the UI (early access 2021)

Lead User Interface / UX Designer 8/2019 - 9/2020

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 the development team to create unified VR interfaces used across every module created. Designed and Developed In-Headset UI for the VR content platform Pixo Apex. 3D work includes 3D user interface elements, 3D Environment modeling, texturing, and baking for use on multiple VR formats including mobile. Animation for UI elements within Unreal and After Effects.

Senior Environment Artist 9/2019 - 11/2020

Soma Games, Dearborn, Michigan

Model, Texture and Implement 3D Environment assets including terrain, buildings and props . Collaboratively work with level designers, programmers and 3D artists to build large levels. Workflow: Create Custom terrains from basic shapes, concept each area of the level by set-dressing with prefab assets. Design & Build modular assets from concept art that can be used to further build out the scene. Playtest work to review and think of more unique items to support the overall art direction.

UI/UX Designer 12/2018 - 08/2019

Fast Effect, Royal Oak, Michigan

Develop User Interface & Experience Designs for Augmented Reality, Virtual Reality, Mobile Applications and Exhibits. Wireframing, Prototyping, User flow, site maps and visual design of assets and implementation into Real-Time Graphics Engine Unity using C# scripting. Short term contract position.

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 Designer 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 Designer 9/2015 - 6/2016

D'angelo Technologies, Pittsburgh, Pennsylvania

Design and Develop Virtual Reality government training simulation mechanics and interfaces 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, and Blender. 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

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Mike Condon

3D Product Artist

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Kevin Manning

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