

# Ian Chase

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## PROFILE

**Inspired** to be creative, technical, and thoughtful.

**Dedicated** to learning and growing while creating the best digital experiences.

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

**Leader** as an Eagle Scout, well suited to work and lead the team when needed.

## EDUCATION

### Bachelor of Science

Simulation, Animation and Gaming  
Eastern Michigan University  
Graduated 2014

### Associates of Applied Science

Graphic / Web Design  
Monroe County Community College  
Graduated 2012

## SKILLS

Adobe CC

Sketch/Figma

Motion Graphics

UI / UX Design

Video Production

Graphic /Web Design

Blender/Autodesk

3D Model/Sculpting

UV Unwrapping

3D Animation

Rigging

Photography

Unity 3D (C#)

Unreal (Blueprints)

Shaders / VFX / Particle

Game Design

Project Management

Concept/Wireframe/Storyboard

## EXPERIENCE

### XR UI / UX Designer & Developer 8/2021 - present

NASA, Jacobs Technologies, Houston, Texas

Design & Develop Mixed Reality User Interfaces and tools using Unity, C#, Adobe XD and Illustrator for Robotic Tele-operation and autonomous tools. Develop for multiple platforms, VR, AR, Handheld and desktop. Prototype designs and develop new tool interfaces from back end developed features and implement them into Unity. Work as the Lead XR developer and assign tasks between other developers and interns to integrate back end features into the front end design. Other systems and languages include using Linux, Robotics Operating System (ROS), Cartographer, and Omniverse. Video Production to show off team achievements (direct, edit, motion graphics, etc.)

### Lead UI / UX Designer & Developer 8/2020 -8/2021

Volok Games, LLC, Remote

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, consult part time in 2023.

**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. Lead the effort to Design and Develop 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, Remote

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 that included additional projects from original scope.

**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 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.

**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, Immersive Application production. Clients include Blue Water Technologies, BASF, and more.

**REFERENCES****Nick Kramer**

Front End Developer

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**Mike Condon**

3D Product Artist

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**Kevin Manning**

Freelance 3D Artist

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