Ian Chase

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PROFILE

Inspired to be creative, technical, and thoughtful.

Dedicated to creating the best digital experiences.

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

Leader: as an Eagle Scout, I have values of good conduct, respect for others, and honesty.

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	**Blender/Autodesk**	**Unity 3D (C#)**	**ROS:Python:**
Sketch/Figma	**3D Model/Sculpting**	**Unreal (Blueprints)**	**HMI Design**
Motion Graphics	**UV Unwrapping**	**Shaders / VFX / Particle**	**User Studies**
UI / UX Design	**3D Animation**	**Project Management**	**and more…**
Video Production	**Rigging**	**Game Design & Development**	
Graphic / Web Design	**Photography**	**Concept/Wireframe/Storyboard/Prototype**	

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#, Figma and Illustrator for Robotic Tele-operation & Situational Awareness. Develop for multiple platforms: VR, AR, Handheld and desktop. Prototype designs and develop new tool interfaces from back-end developed features such as LIDAR and cutting-edge autonomous robotic functions. As the Lead XR developer, assign tasks to other developers and mentor interns to overcome hard to solve problems and turn them into useful tools. Other systems and languages include using Linux, Robotics Operating System (ROS), Python, Cartographer, and Omniverse. Create Robotic Behaviors using an in house software task design and execution framework. Video Production to show off team achievements (direct, edit, motion graphics, etc.) Research for human machine interfaces (HMI) & human centered design.

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, consulted 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 Spacial 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	**Mike Condon**	**Kevin Ingrassia**
Front End Developer	3D Product Artist	3D Artist
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