

Ian Chase

<https://iancha.se/> • 734.652.1779 • ianchase09@gmail.com

SKILLS

Adobe Creative Cloud	Blender / Autodesk	Unity 3D (C#)	Unreal Engine	Graphic / Web Design
Figma / Sketch / Rive	3D Model/Sculpting	Git / Perforce (VCS)		Human-Machine Interface
Motion Graphics	3D Animation	Shaders / VFX / Particle		Game Design / Development
UX / UI Design	Rigging	Python / ROS		Project Management
Prototype / Wireframe	UV Unwrapping	HTML / CSS		User Research & Analysis

EXPERIENCE

Sr. Software Engineer 8/2025 - 03/2026

NASA (Amentum, formerly Jacobs Technologies) - Houston, Texas / Remote

- Orion Flight Software Team; Reviewing, writing tests in C++

Lead XR User Experience / Interface Designer & Developer 8/2021 - 8/2025

NASA (Amentum, formerly Jacobs Technologies) - Houston, Texas / Remote

- Built comprehensive virtual and augmented reality user interfaces to control four different robots using Unity, C#, Python, Robot Operating System (ROS), and in-house tools.
- Conducted the complete design lifecycle with hand-drawn drafts, rapidly prototyped interactive designs in Figma, user research & analysis, while simultaneously delegating tasks and training users.
- Implemented robot control system code, sensor data (LiDAR, Thermal, Stereoscopic) and custom peripheral devices (Psyonic ability hand, Haptic control glove, custom tool mount, etc).
- Demonstrated capabilities and autonomous functions via Robot Operations, including building physical environments and task boards (Arduino, Microcontrollers, 3D Printing) to interact with while operating the robot for stakeholder demonstrations and film.
- Received 12 NASA awards for team excellence, innovation, quality, dedication, and design.

Lead UX / UI Designer 8/2020 - 8/2021

Volok Games, LLC - Remote

- Developed interactive prototypes in Figma with thorough testing prior to implementation in Unity.
- Designed comprehensive user interfaces and programmed in C# core mechanics for in-game shop, inventory, menus, and HUD.
- Collaborated with a team of 5+ developers to ensure high-quality and intuitive mechanics and accessible interfaces.

Lead UX / UI Designer 8/2019 - 9/2020

Pixo VR - Royal Oak, Michigan / Remote

- Designed virtual reality user interfaces using Unreal Engine for dozens of training simulations.
- Authored a robust, production-ready user interface atlas to easily build data-connected UI modules for flexibility and complete customization.
- Coordinated with in-house and external cross functional team members in production, engineering, and data across different time zones and countries for well-built and on-time products.

UX / UI Designer 12/2018 - 08/2019

Fast Effect - Royal Oak, Michigan

- Crafted user interfaces for interactive trade show booths, mobile applications, and VR / AR tools.
- Produced harmonious hardware–software interactions with custom physical products and peripherals, overlays, and a modern design to ensure impactful engagement and intuitive use.

3D Product Artist 05/2017 - 12/2018

Mackevision - Troy, Michigan

- Constructed complete, ready-to-render models for model year 2018 and 2019 Mercedes-Benz vehicles with a sterling focus on standards and exactness .
- Utilized CAD/3D Model tools (Export, Retopology) Material & Shader Design (UV mapping, Texture) and Unreal Engine pipeline workflow to create an optimized final experience.
- Developed configurable data sets by using conditional logic for accurate and artistic assets

3D Artist & Animator, VR Developer 10/2015 - 05/2017

InventHelp - Pittsburgh, Pennsylvania

- 3D modeled and animated over 100 inventions to better illustrate novel patents and ideas with occasional CAD export and refactoring.
- Led production of a Unity-based VR Application focusing on a direct and appealing user interaction with inventions at trade shows and events.

Independent Contracts / Digital & VR Designer / Video Production 06/2012 - 10/2015

While completing my Bachelor of Science studies, I provided creative work for the following institutions, organizations, or endeavors: Interactive Museum Exhibit Displays (Bluewater Tech); Digital Menus (Phoenix Theatres); Commercials (Millennium Graphics & Design); Virtual Reality Applications (D'angelo Technologies); 3D Environment Art and Design (Soma Games); 3D visualization (BASF); Graphic & Web design (Freelance); and more.

EDUCATION

Bachelor of Science

Simulation, Animation and Gaming
Eastern Michigan University

Associates of Applied Science

Graphic / Web Design
Monroe County Community College