CHASE FRANKLIN

[XR UX Designer & Motion Design Prototyper]

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EDUCATION

[MS in Human-Computer Interaction] *Georgia Institute of Technology* Aug 2025 – May 2027

Relevant Coursework: `HCI Foundations / Research Methods for HCI / Expressive Machinery Lab / Educational Game Design`

[BS in Games, Interactive Media & Mobile Technologies] *Boise State University* Aug 2021 – May 2025

Relevant Coursework: `Advanced Game Design / Multiplayer Systems / 3D Modeling & Animation / Interactive Media Tools`

WORK EXPERIENCE

[Graduate Teaching Assistant (Creative Prototyping)] *Georgia Institute of Technology* Aug 2025 – Present

- Facilitated rapid prototyping workflows for interdisciplinary student teams, guiding the translation of interaction concepts into functional physical-digital systems under tight iteration cycles.
- Coached students on debugging, system architecture, and human-centered interaction design, emphasizing clear articulation of design intent, technical constraints, and UX tradeoffs.

Skills: `Rapid Prototyping / Interaction Design / Physical Computing / Cross-Disciplinary Communication`

[Lead Immersive Interaction & UX Designer (XR / HCI)] *GIMM at Boise State University* Sep 2024 – Jul 2025

- Led 24 XR playtesting sessions to study onboarding, learnability, and motion-driven interaction patterns, synthesizing findings into clear design principles for first-time and repeat VR users.
- Designed and implemented an event-driven XR motion interaction framework defining object-specific behaviors, where motion functioned as the primary interaction mechanic and interactions aligned with users' intuitive physical expectations across varied training scenarios.
- Deployed and validated the framework in a production training experience for Meta Quest 3, contributing to a release funded by 32 state Fish & Game departments and 2,672 first-month SideQuest downloads.

Skills: `XR UX Design / Motion Interaction Design / XR Prototyping (Unity/OpenXR) / VR User Testing / XR Systems Design`

[Research Assistant (REU & Follow-On)] *Translational AI Center @ Iowa State University* Jun 2024 – Sep 2024

- Gathered requirements directly from domain researchers to understand usability, performance, and data-ingestion needs for point cloud visualization on standalone XR headsets, then translated those needs into concrete interaction and system requirements.
- Independently designed and built a performance-aware VR visualization pipeline in Unreal Engine, enabling in-headset qualitative assessment of large-scale 3D point cloud data with real-time interaction on standalone HMDs.

Skills: `XR UX Research / XR Prototyping / Data Visualization / Unreal Engine (UE5) / R&D Translation`

[Game Design Intern & Follow-On (AI Product Prototyping)] *PlusMusic.AI* May 2023 – Dec 2023

- Rapidly prototyped an interactive Unity demo to communicate product value and user experience to investors, contributing to seed funding and later adopted as an internal research and testing tool.
- Designed and iterated on UI overlays and interaction flows for a Unity plugin, improving usability and reducing onboarding friction for external developers.

Skills: `UX Prototyping / UI/UX Design / Unity / Figma / Adobe Creative Suite`

SELECTED PROJECTS

[AR Interaction Designer & Systems Architect] *GIMM City (Meta Quest 3 Co-located AR)* Jan 2024 – May 2025

- Designed motion-driven AR interactables and shared object behaviors for a co-located Quest 3 experience, emphasizing spatial clarity, feedback, and physical affordances.
- Engineered a LAN-based spatial anchoring and shared-state system to eliminate drift and preserve spatial trust, enabling stable multi-user interaction in a shared physical environment.

Stack: `Unity / Oculus / Multiplayer XR Systems / Spatial Computing / Motion-Based Interaction / Blender`

[XR Interaction Systems Designer & Prototyper] *(Sound Clouds) Experience Authoring Tool* Aug 2025 – Present

- Designed a sensing-driven XR authoring system for intelligent environments, enabling rapid iteration on embodied interactions without deploying physical hardware.
- Built a Unity-based digital twin and implemented OpenCV-powered RGB segmentation and blob tracking, creating a low-latency alternative to ML-based detection for real-time interaction prototyping.

Stack: `Unity / C# / OpenCV / Python / TouchDesigner / OSC / NDI / Real-time Systems`

ACHIEVEMENTS

Eagle Scout Rank, Boy Scouts of America