

# Chase Franklin

## Interactive Designer

chasefranklin@gmail.com

[Portfolio](#)

[LinkedIn](#)

## SKILLS & PROFICIENCIES

### Skills:

- Game Design
- Interaction Design
- Experience Design
- AR & VR Design
- Sound Design
- Research
- Collaboration
- Visual Effects
- Real-Time AI

### Software:

- Unreal Engine
- Unity
- Reality Composer
- Maya
- Blender
- Substance Painter
- Photoshop
- After Effects
- OpenCV
- ONNX
- NeRF Studio
- Ableton Live

### Coding Languages:

- C++
- C#
- UE5 Blueprints
- Shader Graph
- Swift
- Python
- HTML
- JavaScript
- CSS
- Java

## AWARDS & HONORS

### FixIt Mobile

Technician of the Quarter  
2022

### Boy Scouts of America

Eagle Scout  
2016

## WORK EXPERIENCE

### Translational AI Center @ Iowa State University

#### Research Intern | August 2024 – Present

Developed a pipeline for visualizing point clouds in VR environments using custom texture encoding and dynamic LOD techniques for optimized real-time visualization. Authored and submitted a research paper to the 2025 IEEE VR conference on point cloud visualization using Unreal Engine 5, Niagara, and GPU-based particle systems for standalone HMDs.

#### REU Research Assistant | June 2024 – August 2024

Created a tool for visualizing point clouds in VR, supporting on-going AI research. Optimized performance for standalone HMDs using real-time rendering techniques in Unreal Engine 5.

### Boise State University

#### GIMM Works Mixed Reality Developer | October 2024 - Present

Designed and prototyped Mixed Reality and Virtual Reality interactions in Unity for grant funded projects.

#### Research Developer | December 2023 – May 2024

Developed AR and iOS applications for research projects using Swift and Reality Composer Pro. Led a team of developers, managing high-level project scoping and delivering interactive visualizations for immersive experiences.

#### Peer Mentor | August 2023 – December 2023

Provided design and code assistance to students in the GIMM program, focusing on AR/VR development and interactive design. Represented the program to prospective students and industry professionals, fostering creative exploration.

### PlusMusic.AI

#### Game Design Intern | May 2023 – December 2023

Developed a Unity game for product demos and internal testing, with a focus on demonstrating product through experience design. Designed UI for in-game soundtrack control. Animated a video showcasing AI capability and contributed to tutorial development and product testing.

### FixIT Mobile & Idaho iRepair

#### Advanced Repair Technician | July 2017 – September 2022

Performed advanced device repairs and troubleshooting for hardware and software issues. Managed repair timelines and operations at multiple storefronts, providing technical support and customer service while ensuring efficient operations.

## EDUCATION

### Bachelor of Science in

### Games, Interactive Media, and Mobile Technologies

Boise State University | GPA: 3.7 | Graduation: Spring 2025

My education focused on designing with interactivity in mind, project management, and rapid development. I led teams of up to 12 individuals on various interactive projects, gaining expertise in high-level design, programming, and tool usage. View my featured projects on my [portfolio website](#).