

Chase Franklin

Immersive Technologies Developer

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chasepfranklin@gmail.com

[Portfolio](#)

[LinkedIn](#)

SKILLS & PROFICIENCIES

Technical Skills:

- Research & Development
- Spatial Experience Design
- Interaction Design
- Team Leadership
- AR & VR Development
- Game Design
- Visual Effects
- Sound Design

Software:

- Unreal Engine
- Unity
- Reality Composer Pro
- Maya
- Blender
- Substance Painter
- Photoshop
- After Effects
- Ableton Live
- Overleaf
- NeRF Studio
- Niagara Particle System

Coding Languages:

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

AWARDS & HONORS

Boise State University Dean's List
2022–2024

FixIt Mobile's Tech of the Quarter
2022

BSA 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 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

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.

GIMM Program Peer Mentor | August 2023 – December 2023

Provided design and code assistance to students in the GIMM program, focusing on AR/VR development and interactive media technologies. 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 experience design and UI creation. 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, Boise | GPA: 3.7

My education focused on immersive technologies, project management, and design thinking. I led teams of up to 15 individuals on various immersive projects, gaining expertise in high-level design, programming, and tool usage. These experiences shaped my problem-solving approach. View my completed projects on my [portfolio website](#).