

CHASE FRANKLIN

Immersive Technologies Developer

(208) 891-2627

chasepfranklin@gmail.com

[Portfolio](#)

[LinkedIn](#)

SKILLS & PROFICIENCIES

Software:

- Unity
- Reality Composer Pro
- Photoshop
- After Effects
- Premier Pro
- Substance Painter
- AutoDesk Maya
- AutoDesk Fusion360
- AutoDesk AutoCAD
- Blender
- Microsoft Office Suite
- Ableton Live Suite

General:

- Game Design
- AR & VR Development
- Visual Effects
- Sound Design
- Spatial Experience Design

CODING LANGUAGES

- C#
- Python
- C++
- Java
- Swift
- HTML
- JavaScript
- CSS

AWARDS & HONORS

- Boise State University Dean's List - Spring, Fall 2023
- Tech of the Quarter, FixIT Mobile - Spring 2022
- Eagle Scout Rank - Boy Scouts of America

WORK EXPERIENCE

Research Developer and Peer Mentor

Boise State University | Aug 2023 - Present

Developed various applications for GIMM research development team. Assisted students attending lab hours, as well as outside lab hours via GIMM Discord server. Helped students with course material and answered development questions.

Design Intern

PlusMusic.AI | May 2023 - December 2023

Developed, designed, and built a Unity game for use as a product demo and for internal testing. Designed UI for Unity plugin. Animated a graphic video demonstrating PlusMusic's use of AI in their platform. Edited other tutorials and product demos. Participated in product testing and feedback for multiple iterations of the PlusMusic platform.

Advanced Repair Technician

FixIT Mobile | September 2021 - September 2022

Performed advanced repairs on devices both internally and from third party clients. Helped to run both an online store (iMaster Repair) and a storefront (Idaho iRepair), under parent company FixIT Mobile.

Repair Technician

Idaho iRepair | July 2017 - August 2021

Managed storefronts at multiple locations. Assisted customers with IT support and hardware repairs. Handled repair timeline management and ticket queues.

EDUCATION

Bachelor of Science in Games, Interactive Media, and Mobile Technologies

Boise State University, Boise | Spring 2025