Chase Morrison

chasemorrison.com
info@chasemorrison.com

Perception - Experience Design Lead
New York, NY 02.2019 - Present

- Led brainstorming and ideation sessions with executives, creative directors, and motion designers.
- Illustrated/rendered 2D and 3D user scenarios to help communicate concepts to clients.
- Collaborated closely with development teams to overcome design and technological constraints.
- Designed digital experiences from wireframes to high-fidliety, logic-driven prototypes.

KBA-NotaSys - Interaction Design Intern
Lausanne, Switzerland 09.2017- 12.2017

- Created a five-denomination concept banknote series to be printed in 2020.
- Designed within the unique constraints of currency printing, such as security feature placement, accessibility, and machine readability.

IDEO - Interaction Design Intern
Palo Alto, CA 05.2017 - 09.2017

- Collaborated in multidisciplinary teams to build design strategies and concepts for clients.
- Documented and facilitated international user research, including both stakeholders and users.
- Developed interfaces in a range of fidelities from sketches to prototypes.

Art Center College of Design - TA
Pasadena, CA 01.2015 - 08.2018

- Digital Archives TDS - Elise Co, Todd Masilko
- Grad Studio 2 - Chris Hacker
- Interaction Design 2 - Jenny Rodenhouse
- Design 2 - Jon Nguyen

Apple Retail - Creative (Trainer)
Atlanta, GA - Los Angeles, CA 06.2007 - 09.2014

- Facilitated more than 11,000 personal training sessions on software and hardware.
- Led workshops and for businesses and employees.

Art Center College of Design
Pasadena, CA 09.2014 - 08.2018

B.S. in Interaction Design
Design Matters Minor in Social Innovation

Sponsored Studios

- KBA-NotaSys (IP Purchased)
- Google Android
- HTC Vive VR Studio
- Long Beach Aquarium

Full Sail University
Orlando, FL 08.2005 - 10.2006
Associate of Science in Film

Skills

Design Research, Interface Design, Information Architecture, Persona Development, Presentations, Process Documentation, Physical and Digital Prototyping, User-Centered Design, Solid and Polygonal Modeling, 2D and 3D Motion Design

Tools   *Certification

Adobe After Effects, Arduino, Cinema 4D, Figma, Final Cut Pro*, Illustrator, InDesign, Keynote, Logic Pro*, MadMapper, Maya, Origami Studio, Apple Motion*, Photoshop, Premiere Pro, Principle, Sketch App