Chase Morrison
Interaction Designer

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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   * Certified

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

Sponsored Studios

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

Work

KBA-NotaSys - Interaction Design Intern   07.2017- 12.2017
Lausanne, Switzerland

- Created a five-denomination concept banknote series to be printed in 2020.
- Leveraged the unique constraints in currency design, such as security feature placement, printing arrangement, and machine readability to support a central narrative theme across the banknote series.
- Incorporated the newest in currency design printing techniques to increase readability and accessibility.

IDEO - Interaction Design Intern   05.2017 - 08.2017
Palo Alto, CA

- 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.

ArtCenter College of Design - Teacher Assistant   01.2015 - Current
Pasadena, CA

- Digital Archives TDS - Elise Co, Todd Masilko
- Grad Studio 2 - Chris Hacker
- Interaction Design 2 - Jenny Rodenhouse
- Design 2 - Jon Nguyen
- Digital Design 1 - Michelle Constantine

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

- Facilitated more than 11,000 personal training sessions on software and hardware
- Lead workshops for businesses and employees.
- Maintained certifications in all consumer and pro-level Apple Applications.

Education

ArtCenter College of Design   09.2014 - 08.2018
Pasadena, CA

Bachelor's of Science in Interaction Design
Design Matters Minor in Social Innovation GPA 3.87

Full Sail University   08.2005 - 10.2006
Orlando, FL

Associate of Science in Film