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## EDUCATION

**University of California, Los Angeles**  
**School of the Arts and Architecture,**  
**Department of Design | Media Arts**

*Graduated class of 2008*

I received a Bachelor of Fine arts from the Department of Design | Media Arts at the University of California, Los Angeles. I graduated near the top of the class. I was very active in my department, participating in several undergraduate shows and maintaining the Department's web presence.

**Carnegie-Mellon University, Summer Design Program**  
*Certificate of Completion in 2003*

**Edmund Burke School, Washington, DC.**

*Graduated class of 2004*

## EXPERIENCE

### **Freelance Republic**

Co-Founder / Web Developer and Designer

*(March, 2009 - present)*

I currently work with a group of D|MA graduates at a small design firm in Venice, CA that we started. Our projects have ranged from a mid-size social networking site, to ecommerce stores, to portfolio site. We focus on clean design and code and attention to detail in both in the work we produce and the attention we give our clients.

### **Department of Design | Media Arts**

Department Website Development

*(August, 2007 - March, 2008)*

Worked with a team of three and department chair Casey Reas to develop, redesign and maintain the department's presence on the web.

### **KAA Design Group**

Web Developer

*(March, 2008 - March, 2009)*

I was employed as a developer at a Marina Del Rey - based multidisciplinary design group. I have worked on a wide range of sites, from small portfolios to restaurant sites to a large art merchant's catalogue. All sites used the Joomla Content Mangment System.

**U.S. Department of Veterans Affairs,**  
**Office of Public and Intergovernmental Affairs**  
Design Assistant

*(June-September 2004, 2005)*

Worked in support of Veterans Day and Special Emphasis Games for the VA. Received two awards for redesigning the Veterans Day Teachers' Guide.

## SKILL SET

### **Print**

Extensive knowledge of Adobe  
Illustrator, InDesign and Photoshop.

### **Web**

Experience in XHTML, CSS, PHP,  
AJAX systems and Flash.

### **Programing**

Java, C++ and Processing.  
Actionscript 3

### **Studying**

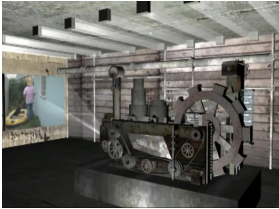
Ruby on Rails, Python, Objective-C  
CSS 3 transitions, OpenGL and  
OpenFrameworks

Portfolio online @ [www.fchasen.com](http://www.fchasen.com)

## EXHIBITIONS

### D|MA Undergraduate Show (2008)

#### Machine Sound



For the 2008 D|MA show, I prepared an audio-visual short film of a projection machine as it chugs away. All the visuals were modeled in Maya 3D Animation and Visual Effects software, and were textured to give the look and feel of a decrepit, dripping machine that had been left neglected for years. The film's audio was created and composed using the Logic Studio sound mixing program, and creates the impression of the machine trying to warm back up after its "reawakening," and then struggling to keep pace with the film it is showing. To give the machine a mechanical feel, much of the movement was accomplished using programmed physic systems instead of hand animation.

Watch the machine run at:

[http://fchasen.com/portfolio/index.php?page\\_title=machine](http://fchasen.com/portfolio/index.php?page_title=machine)

### D|MA Senior Show (2008)

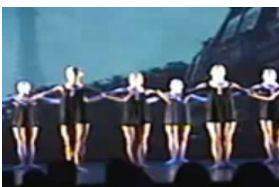
#### Digital Exquisite Corpse



For the D|MA 2008 Senior Show, I conceived and developed a digital imagining of the Dada parlor game "Exquisite Corpse." As Surrealist artists conceived the game in the early 20th century, "Exquisite Corpse" involved drawing bits of a body, where the parts above cannot be seen and the parts below have yet to be drawn. The result is a wonderfully surreal character that is unique to its creators. I wanted to recreate the excitement of this game, while taking advantage of the Internet's ability to allow participation on a global scale. The result was a game in which the body parts, instead of being drawn, were obtained from the photograph library Flickr, and their positioning controlled by a Wii remote that allowed users to reposition the falling body parts, in a manner similar to the popular Tetris computer game. Each part was tied to a physic system that controlled where its final position would be.

### WAC Smash (2007)

#### Le Parapluie

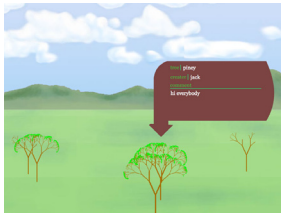


Sara Silkin choreographed this dance piece for WAC Smash, an annual event sponsored by UCLA's Department of World Arts and Cultures. Derrick Spiva composed the music, and my work was used as the scenic backdrop. The live performance included 16 dancers, and was performed for three nights at UCLA in 2007. The final version of the piece was created in After Effects, but the interface for the visuals was created in Processing.

## EXHIBITIONS

### D|MA Undergraduate Show (2007)

#### Petrified Forest



By leveraging the technologies I learned in my first two years of undergraduate studies, a fellow student (Jono Brandel) and I created an online forest of petrified trees for UCLA's Department of Design|Media Arts (D|MA) 2007 Undergraduate Show. The project involved a small game that could be downloaded. It was built in Processing, an open source programming language. Players grew a tree, protecting it from falling objects as it grew. The tree growth was modeled to have a stylized but natural look using a Lindenmeyer (L) system recursion. At the end of the game, a picture was saved of the tree. Users were given the option to upload their unique tree to an online forest, with their own message for other players and viewers. The forest created by the game could be viewed in a flash application online. Users could explore the landscape and click on trees to see their messages, or search for individual trees by their creator's name.

View the forest at:

[http://fchasen.com/portfolio/index.php?page\\_title=tree](http://fchasen.com/portfolio/index.php?page_title=tree)

### Monumento 872 (2007)

#### Personal Water Usage



In collaboration with the UCLA Center for Embedded Networked Sensing (CENS), I created and exhibited a map and slideshow presentation of my personal water usage for an entire month. The script I created allowed me to take photographic images of my water usage (doing dishes, drinking from fountains, etc.) and to tag them with date, time and GPS data. The images were then uploaded online.

I helped organize the June 2007 event at which this presentation was exhibited. The event explored the artistic and historical landscapes of Los Angeles through the expressive potential of emerging mobile media, live music, graphic art, performance art, and an installation of art objects. The event took place simultaneously in one of Los Angeles' newest "historical cultural monuments", the Raphael Junction Block Building, and at the new Los Angeles State Historic Park. I worked with a team to organize all aspects of the event, including promotion, and created a bilingual web site for the project with Jono Brandel and Professor Fabian Wagmister.