

Foster Douglas Stilp

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Foster-Douglas.com

Savannah College of Art and Design

(2011 – 2013)

Interactive Design and Game Development

Focus: Conceptual game design, intensive software training, and project management

Motion Graphic Design, M.A.

Focus: Advanced motion design principles, business theory, and animation study

University of Wisconsin - Milwaukee

(2008 – 2011)

Arts and Technology, B.F.A.

Focus: Digital media, installation art, experimental video, gaming, and interactivity

Digital Arts and Culture, Certificate

Focus: Digital art, sociological analysis, and emerging technology studies

Games / Programming

Actionscript 3.0
Unreal Development Kit 3
Unity 4
Maya 2013
HTML5 / CSS3
Max/MSP/Jitter and Processing

Video / Motion Graphics

Adobe After Effects CC
Adobe Flash CC
Adobe Premiere Pro CC
Cinema 4D
Compressor 3
Final Cut Pro

Design / Layout

Adobe Photoshop CC
Adobe Illustrator CC
Adobe InDesign CC

Music / Audio

Logic Pro X
Mainstage
Soundtrack Pro 3

Spongecell, Inc.

(2013 - Current)

Interactive Production Designer

Production-focused position, splitting time between client interactions and technical builds
Heavy exposure with Flash, ActionScript, and HTML5 on a daily basis
Direct relationships with high profile brands like Facebook, Disney, Zappos, and GM

Freelance, Contract, and Entrepreneurial

(2009 – 2015)

Sandcastle - CEO/Co-Founder - Creative Director - Web Designer

Multi-faceted creative company, currently focusing on design solutions for creative professionals

Modit, Inc. - User Interface Designer - Visual Designer

Custom web tool redesign through UI/UX wireframes, mocks, and iterative collaboration

UW-Milwaukee - Research Assistant under Dr. Nathaniel Stern

Conceptual art, design, and exhibition of multimedia installations with a small team

Felix Sofia Music - Owner - Entrepreneur - Musician/Composer

Music production and composition servicing filmmakers, podcasts, and local organizations

Delta Media, LLC - Motion Graphics Artist - Video Editor

Provided reusable video graphics, creative proposals, and HD video format conversions

Apple, Inc.

(2007 – 2010)

Product Specialist, Back-of-House Specialist

Focused on rich customer experiences through personal relationships
Engaged frustrated customers while handling sensitive personal data and technology
Worked in an innovative and dynamic tech environment that embraces change