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

Design / Layout

Adobe Photoshop CC Adobe Illustrator CC

Adobe InDesign CC

Video / Motion Graphics

Adobe After Effects CC Adobe Flash CC Adobe Premiere Pro CC

Cinema 4D

Compressor 3
Final Cut Pro

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