# FOSTER DOUGLAS

## DIGITAL CREATIVE + DESIGNER

FOSTER@SANDCASTLE.CO    OAKLAND, CALIFORNIA    SANDCASTLE.CO    FOSTER-DOUGLAS.COM

## EXPERIENCE

SurgeROI *(2021)*
**FOUNDING PARTNER / DESIGN DIRECTOR**

- Foundational partner and multidisciplinary role at upcoming start-up in the VIP customer loyalty market
- Product design, UX & UI software design, front end development, branding & assets, and marketing

E-By Design *(2018)*
**CREATIVE / UX DESIGNER**

- Lead designer working on brand consistency, road-mapping, and resusable component libraries
- Front end development support to integrate custom components and design system

Cura Coffeehouse *(2018 – 2021)*
**OWNER / GM / DESIGNER**

- End-to-end design and buildout of 1000sq ft high-end coffeehouse from scratch
- Ownership of all facets including branding, marketing, event planning, interior design, finance, hiring, funding and more

Sandcastle Creative *(ongoing)*
**FOUNDER / CREATIVE DIRECTOR**

- Founded freelance studio to focus on digital design, interaction, and community-focused client work
- Networking to cultivate and maintain a diverse community of global clients across various industries

Adobe / TubeMogul *(2015 – 2017)*
**DIGITAL DESIGNER**

- Production-focused, including both client interaction and technical buildouts
- Utilizing HTML5, design software, as well as custom in-house tools for production
- Direct relationships with high-profile brands like Facebook, Disney, Zappos, and GM

## RECENT

SurgeROI – Expo Booth Showcase *(March 2023)*
GAME DEVELOPER'S CONFERENCE 2023

*Bíotópico* – 2nd Place, Overall *(May 2022)*
DTX DEEPWELL MENTAL HEALTH GAME JAM

## EDUCATION

Savannah College of Art and Design *(2012 – 2013)*
**M.F.A. MOTION GRAPHICS**
**M.F.A. INTERACTION DESIGN**

- Advanced motion design principles, business theory, and animation study
- Conceptual game design, HCI, intensive software training, and project management

University of Wisconsin–Milwaukee *(2008 – 2011)*
**B.F.A. ART & TECHNOLOGY**
**DIGITAL ARTS & CULTURE CERTIFICATE**

- Digital media, installation art, experimental video, game studies, and interactivity
- Digital art, sociological analysis, and emerging technology studies

University of California, Berkeley *(in progress)*
**DESIGN INNOVATION CERTIFICATE**

- Focused on design as a creative and critical means to innovation via meaningful integration of methods, technologies, and research

## NOTABLE SKILLS

- Graphic design (Figma, Sketch, Illustrator)
- HCI,UX design/research, and wireframing (XD)
- Typography and layout (InDesign)
- Programming (HTML/CSS, TypeScript, & Lua)
- Front-end frameworks (Vue 3, Nuxt 3, Storybook)
- Motion graphic design (After Effects, Premier)
- Audio design and composition (Logic Pro X)
- Game & interaction design
- Asana, Azure DevOps, Jira, & git
- Database querying (GraphQL, Neo4j)

## REFERENCES

Eunice Hooper – E-By Design (CEO)
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Eric Peterson – Activision / Raven (Project Manager)
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