

FOSTER DOUGLAS

DESIGNER + CREATIVE + PLAYWRIGHT

FOSTER@SANDCASTLE.CO

BERKELEY, CALIFORNIA

SANDCASTLE.CO

FOSTER-DOUGLAS.COM

CURRENT

Silicon Valley Shakespeare (2024 —)

SCORE / SOUND DESIGN / STAGE MANAGEMENT

House in the Trees – children's novel (2023 —)

AUTHOR / EDITOR / DESIGNER

SurgeROI (2021 —)

FOUNDING PARTNER / DESIGN DIRECTOR

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

Sandcastle Creative (2016 —)

FOUNDER / CREATIVE DIRECTOR

- Founder of freelance studio focused on digital design, interaction, and community-focused client work
- Diverse list of global clients across various industries

RECENT

E-By Design (2018 – 2021)

CREATIVE / UX DESIGNER

- Lead designer working on brand consistency, road-mapping, and user experience

Cura Coffeehouse (2018 – 2021)

OWNER / GM / DESIGNER

- End-to-end design and buildout of a 1000 square foot high-end coffeehouse from scratch
- Ownership of all facets including the floor plan design, branding, marketing, event planning, interior design, finance, hiring, and funding

SELECTIONS

Berkeley Repertory School of Theatre (January 2024)

PLAYWRITING, GARY GRAVES

SurgeROI – Expo booth showcase (March 2023)

GAME DEVELOPER'S CONFERENCE 2023

Biotópico – Digital game, 2nd place award (May 2022)

DTX DEEPWELL MENTAL HEALTH GAME JAM

EDUCATION

University of California, Berkeley (in progress)

DESIGN INNOVATION CERTIFICATION

Savannah College of Art and Design (2012 – 2013)

M.A. MOTION GRAPHICS

M.A. INTERACTION DESIGN

- Advanced motion design principles, business theory, and animation study; conceptual game design, HCI, and project management

University of Wisconsin–Milwaukee (2008 – 2011)

B.F.A. ART, THEATRE, & TECHNOLOGY

DIGITAL ARTS & CULTURE CERTIFICATE

- Digital media, theatre, installation art, experimental video, interaction studies—digital art, sociological analysis, and emerging technology

SKILLS / TECHNICAL

- Live performance and show cues (QLab, Cue)
- Dramaturgy, literary writing and editing, ideation
- Sound design, music composition (Logic Pro X)
- Blueprints, visual modeling, space design (SketchUp)
- Typography, graphic design, and layout (Illustrator, Photoshop, InDesign)
- Motion graphic design (After Effects, Premier)
- HCI, UX design/research, and wireframing (Figma)
- Programming (HTML/CSS, TypeScript, Lua)
- Game design & interaction design

REFERENCES

Jerry Thompson – Books Inc. (Author, Editor, Playwright)
blkspring@gmail.com

Eunice Hooper – SurgeROI (CEO, COO)
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Eric Peterson – Activision / Raven (Project Manager)
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