

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 specialty coffeehouse from scratch
- Ownership of all facets, including the floor plan design, branding, marketing, event planning, interior design, finance, hiring, funding, and training
- Implemented formal barista training from the U.K.

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, interaction concepts, 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 (web, 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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