FOSTER DOUGLAS

DESIGNER + CREATIVE + WRITER + PRODUCER

Ambitious maker, generalist, versatile collaborator, and problem solver —
with a bachelor's, 2 master's degrees, and 12+ years of design experience.

FOSTER@SANDCASTLE.CO SANDCASTLE.CO FOSTER-DOUGLAS.COM

CURRENT

CREATIVE DIRECTOR / FOUNDER
Sandcastle Creative *(2015 –)*

- Founder of freelance studio focused on digital design, interaction, and community-focused partnerships

RECENT

DESIGN DIRECTOR / FOUNDING PARTNER
SurgeROI Loyalty *(2021 – 2024)*

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

PRODUCER / TECH DIRECTOR / DESIGNER
8th Best Legs Productions *(2024 –)*

PRODUCTION / SOUND DESIGN / STAGE MANAGEMENT
Silicon Valley Shakespeare *(2024 –)*

CREATIVE LEAD / UX DESIGNER / DEVELOPER
E-By Design *(2018 – 2021)*

- Lead designer, head of brand consistency, roadmapping, and user experience

OWNER / DESIGNER / GENERAL MANAGER
Cura Coffeehouse *(2018 – 2021)*

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

AWARDS & EVENTS

PRODUCER – Sex, Camp, Rock 'N Roll *(August 2024)*
Edinburgh Fringe Festival 2024

AUTHOR, DESIGNER – House in the Trees *(July 2024)*
Children's novel

PLAYWRIGHT – Outskirts of Delusion *(January 2024)*
Berkeley Repertory School of Theatre

DESIGNER (expo booth) – SurgeROI Loyalty *(March 2023)*
Game Developer's Conference 2023 booth

GAME DESIGNER (2nd place award) – *Bíotópico* *(May 2022)*
DTX Deepwell Mental Health Game Jam

EDUCATION

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

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

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

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

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

EXPERIENCE

- Advanced graphic design, layout, and typography (Adobe Creative Suite, Illustrator, Photoshop, InDesign)
- Motion graphic design and video (After Effects, Premier)
- HCI, UX design/research, and wireframing (Figma)
- Presentation design and data visualization (Keynote)
- Sound design and music composition (Logic Pro X)
- Photography and editing (Lightroom)
- Programming (web, HTML/CSS, TypeScript, Vue, Lua, Git)
- Blueprints, visual modeling, space design (SketchUp)
- Marketing, interaction design and game design
- Production management, dramaturgy, and writing
- Live performance tech and show cues (QLab, Cue)
- Instruments (guitar, drum set, trumpet, piano)

REFERENCES

Vinh Nguyen – Chopsticks Alley (director, artistic director)
vinh_g_nguyen@yahoo.com

Angie Higgins – Silicon Valley Shakespeare (artistic director)
angie.higgins@svshakespeare.org

Jerry Thompson – Books Inc. (author, editor, playwright)
blkspring@gmail.com

Becky Vick, LCSW – Seneca (child psychologist, therapist)
rmvick@gmail.com

Corey Zanotti – Lyft, Duolingo (engineer, product manager)
coreyzanotti@gmail.com

Jon Holt – SurgeROI Loyalty (CEO, engineer)
jonmholt@gmail.com

(current as of October 28th, 2024)