

DANIELA CASTILLO

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SKILLS:

- Web design using a variety of digital text and image processors
- Hand-coded HTML and CSS. Working knowledge of JavaScript and ActionScript
- Avid fan of web standards and cross-browser compatibility
- Prototyping and wireframing experience with Visio, Axure RP and OmniGraffle
- Experience in UI and UX design for various platforms and types of projects
- Expertise in graphic user interface design for software and web products
- Print publishing from conceptualization to final production of miscellaneous projects ranging from business cards to large projects such as annual reports, posters and billboards
- Experienced translator for English/Spanish including technical documents and other subjects
- Curriculum development for a variety of courses, practical and theory-based
- Teaching experience in higher education
- Operational duties and client account management
- Budget and strategic planning
- Online course design and development in various LMS and CMS
- 3D modeling and texturing using Maya, Z-Brush and 3D Studio Max
- Experience with TV commercial production in a variety of different positions
- Published newspaper author and illustrator

HARDWARE, SOFTWARE, and MEDIA:

Hardware: Proficient with both PC and Macintosh platforms

Software: Adobe Creative Suite including Adobe After Effects; Final Cut Studio; Autodesk Maya; Corel Painter; Autodesk 3D Studio Max; Unreal Game Engine; Torque Game Engine

Content/Course Management Systems: Joomla!, Drupal, Moodle, BlackBoard, eCollege, RamCT

Media: Video production and editing equipment, Audio Production and editing equipment, 35 mm and digital photographic equipment, digital imaging equipment and peripherals

LANGUAGES:

- Completely fluent in English and Spanish
- Enough French to get myself in trouble

EDUCATION:

- **Colorado State University** – Ph.D. in Public Communications and Technology – Currently enrolled.
- **Savannah College of Art & Design.** Master of Arts degree in Interactive Design and Video Game Development. May 2008.
- **CSU Hayward.** Master of Arts degree in Multimedia, December 2000.
- **National School of Anthropology and History,** Diploma on History and Media, December 1996. Focus on the production and content of multimedia tools helpful for history education.
- **Technological Institute of Higher Studies of Monterrey** - Mexico City Campus, Communication Sciences, 1995. Four and a half year program with an emphasis on mass media production and a two-year specialty in Multimedia.

DANIELA CASTILLO – Employment History

January 2009 - to date *Freelance Interactive & Graphic Design and Digital Art Production*
Design and development of various web and print projects from concept to final production and upkeep plans. Development of video game prototypes and interactive applications.

August 2010 - to date *Research Assistant and Instructor*
Colorado State University - Fort Collins, CO - Research Assistant for SCRIBE and CYCLES grant projects and instructor of record for web design, visual communication, and multiculturalism and the media courses. Online course development two courses for the department.

January 2001 – June 2009 *Full time tenured instructor*
Cañada College and College of San Mateo- Redwood City/San Mateo, CA
Full time instructor and temporary co-chair of the Multimedia Art & Technology program at Cañada. Taught a variety of courses in graphics software, web design and graphic design. Developed curriculum for many classes and co-chaired the Multimedia Art Department.

- Developed curriculum including various online courses
- Researched Program viability for first state-approved 3D Animation and Videogame program
- Co-Chaired district-wide Distance Education Committee
- Assisted in yearly department budget and strategic planning and performed program outreach
- Participated Concurrent Enrollment and Pathways programs with local high schools
- Assisted in the writing and execution of various large-scale grants
- Developed and implemented instructor training for teaching Online courses

March 2000 to June 2001 *Part time lecturer*
California State University Hayward- Hayward, CA
Part time lecturer for an upper division digital graphics course (Digital Imaging II ART-3830)

January 1999 to 2009 *Freelance Interactive Design and Digital Art Production*
Spellblade Studios- Menlo Park, CA

- Founding member and co-manager of the company
- Assisted with operational duties of the company, client management and promotion
- Lead artist in several projects both web-based and video game production related
- Digital Illustrator and Print Design
- Clients included Wizards of the Coast, Blue Mountain Arts, AMES NASA Research Center, IUP Studios, Crystal Dynamics, Blue Shift.

1998-1999 *Software Testing and Production Assistance*
Maxis Inc- Walnut Creek, CA
Testing and production assistance in the following PC game projects: SimCity 3000, SimSafari, MotoRacer, The Sims

1996 *Production Manager*
TGI (Tecnología Gráfica Industrial) - Mexico
3D Modeling Production Manager. Projects included:
The News newspaper: Managed the successful production of a 3D rendered TV commercial.
United Airlines: Production Manager, and assisted in the modeling of 3D objects.
Campos Eliseos: Modeled houses and buildings for a 5-minute animation presenting a project for a housing complex in the state of Chihuahua, Mexico.

1994 - 1995 *Production Assistant*
Radio Sportiva 690 AM - Mexico
Reviewed world sports news and created summaries, wrote news bulletins and reports on special events such as the Olympics and various world sport championships. Assisted recording and editing of radio programs.

1992 *Direction Assistant*
FilmoSintesis - Mexico
Participated in the production of more than six TV commercials, fulfilling a variety of tasks. Positions included public relations, organizing, resolving, pre-production tasks, documentation and research.