

# Dani Castillo

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## The Important Stuff:

Teaching comes naturally and curriculum development is fun. Great advanced web design and CSS skills. Published illustrator, adventurous interactive designer and great with clients. 100% bilingual English/Spanish and enough French to get myself in trouble. Fully Macintosh and Windows compliant.

## Powered By:

- Adobe CS4: Photoshop, Dreamweaver, Illustrator, Flash, After Effects, LightRoom
- Hand-coded XHTML and CSS and basic JavaScript and ActionScript
- AutoDesk Maya for 3D as well as Torque and Unreal engine functionality
- Excellent teaching and leadership skills
- Familiar with the curriculum development process and grant writing
- Moodle, Blackboard and eCollege but I'm a quick study for any of those CMS deals
- Camtasia, ScreenFlow and SnapzPro for curriculum development
- Photographic equipment, analog and digital

## Education:

- **Savannah College of Art & Design.** Master of Arts in Interactive Design and Video Game Development. May 2008.
- **CSU Hayward.** Master of Arts degree in Multimedia. December 2001.
- **National School of Anthropology and History.** Diploma on History and Media. Dec. 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. June 1995. Four and a half year program with an emphasis on mass media production and a two-year specialty in Multimedia.

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## Employment History:

**Cañada College and College of San Mateo**- Redwood City/San Mateo, CA - January 2001 to date  
Full time Associate Professor for the Multimedia Art & Technology program at Cañada. Currently teaching a variety of courses in graphic design, animation and multimedia.

- 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 and the Multimedia Department
- Program Outreach and Concurrent Enrollment and Pathways with High Schools
- Participated in the writing and execution of various grants including Bridge and iWitts
- Assisted in Instructor training for Teaching Online courses
- Involved in various governing council committees and co-chaired the Distance Education Committee at district level and participated in the college's technology and art on campus committees.

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

**Spellblade Studios Inc.**- Foster City, CA - January 1999 to 2009

- Freelance Web Design and Digital Art Production
- Founding member and co-manager of the company
- Lead artist in several projects both web based and video game production related
- Digital Illustrator and Print Design

Clients and Projects: Wizards of the Coast- Seattle, WA, OnQCO.com- Redwood City, CA, Clipper Foods - Redwood City, CA, RoboRally- (video game concept design) produced most of the art required for the project pitch, AliciaAguirre.com - Redwood City, CA, PolishedLookSalon.com - San Carlos, CA.

**Maxis Inc./Electronic Arts** - Walnut Creek, CA - 1998-1999  
Software Testing and Production Assistance in the following PC game projects: SimSafari, The Sims, SimCity 3000, MotoRacer, and Building Architect Tool.

**TGI (Tecnología Gráfica Industrial)** - Mexico - 1996  
3D Modeling Production Manager. Projects included: The News newspaper, United Airlines and Campos Elíseos Housing Complex : Managed the successful production of a 3D rendered TV commercials and promotional videos.

**Merck Sharp & Dohme** - Mexico - 1995 - 1996  
English-Spanish translation of a 785 page technical report of pesticide studies. This document was used to register the product in many Latin American countries.

**Radio Sportiva 690 AM** - Mexico - 1994 - 1995  
Production Assistant, 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.

**FilmoSíntesis** - Mexico - 1992  
Direction Assistant, Participated in the production of more than six 3D TV commercials, fulfilling a variety of tasks. Positions included public relations, organizing, resolving, pre-production tasks, documentation and research.