

# DANIELA CASTILLO

---

1706 Valley Forge Ave.  
Fort Collins, CO 80526

Email: dani@danicastillo.com  
Mobile: 650-269-1180  
<http://www.danicastillo.com>

## SKILLS:

- Web design using a variety of digital text and image processors on Macintosh and PC platforms.
- Hand-coded XHTML and CSS. Working knowledge of JavaScript and ActionScript.
- Cross-browser compatibility enthusiast.
- 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.
- 3D modeling and texturing using Maya, Z-Brush and 3D Studio Max.
- Software testing and quality assurance in PC and Mac environments.
- Extensive College level teaching experience.
- Experience with TV commercial production in a variety of different positions.
- Licensed translator for English/Spanish including technical documents in a wide range of subjects.
- Experienced in Public Relations, especially company-client relations.
- Published newspaper author. Published illustrator.
- Have traveled through Mexico, the United States, and parts of South America and Europe.

## 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

**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** – PhD 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

---

August 2010 - to date *Research Assistant and Instructor*

**Colorado State University** - Fort Collins, CO - Research Assistant for SCRIBE and CYCLES grant projects and instructor teaching web design, visual communication and multiculturalism and the media courses.

January 2001 – June 2009 *Full time tenured instructor*

**Cañada College and College of San Mateo**- Redwood City/San Mateo, CA

Full time instructor for 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.

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 date *Freelance Web Design and Digital Art Production*

**Spellblade Studios**- Menlo Park, CA

Founding member of the company, lead artist in several projects both web based and video game production related. Some of the projects include:

Wizards of the Coast- Seattle, WA

Produced 65 digital illustrations for one of their Dungeons & Dragons rules supplement books. It will be published November 2000.

PCGameReview- Sunnyvale, CA

Design of the graphic user interface and layout of their PCGR.com site.

Clipper Foods – Redwood City, CA

Design and production of their e-commerce site [www.dinnerdirect.com](http://www.dinnerdirect.com).

Translation of internal corporate documents and product information into Spanish.

RoboRally- (video game concept) produced most of the art required for the project.

1998-1999 *Software Testing and Production Assistance*

**Maxis Inc**- Walnut Creek, CA

Testing and production assistance in the following PC game projects:

-SimSafari

-MotoRacer

-SimCity 3000 and Building Architect Tool

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*

**FilmoSíntesis** - 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.

### INTERESTS:

Reading, writing poetry, music and art, bike riding, movies, traveling, cooking and baking, soccer and ancient history research.