

Matthew Patrick Castor

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Education

- 2001 M.F.A. University of Oregon, Visual Design/Sculpture.
Honors Graduating Commendation (4.0 G.P.A.), University of Oregon, 2001
Oregon Arts Fellow, University of Oregon, 1998-2001
- 1997 B.A. University of Wisconsin - Green Bay, Communication in the Arts
Major: Electronic Media, Journalism, & Photography
Minor: Informational Computer Science

Selected Installations

- 2007 Watt Ave Project, Sacramento, CA
Sierras, Private Residence, Berkeley, CA
Rabbinod, Pine Lake, San Francisco, CA
LaGuardia, Aioli Bodega Espanola, Davis, CA
- 2006 Coat of Arms, Saint Mary's Cathedral, San Francisco, CA
Arroyo Shade Memorial, Davis, CA
Residential Gates, Tahoe, CA
Star IV, Sacramento, CA
International Arrivals Building, Sacramento Airport, Sacramento, CA
- 2005 Three Frolicking Dogs, North Davis Greenbelt, Davis, CA
Fire dog, Fire Station 30, Sacramento, CA
Serna Memorial, Sacramento, CA
- 2004 Shires, Grass Valley, CA
Sunrise Lightrail Station, Sacramento, CA
Embassy Suites, Sacramento, CA
St. Joseph and the Boy Jesus, Eldersburg, Md.
- 2004 PFA Commission, Silver Spring, MD
XISH, Washington, DC
LCA, London, UK
- 2002 The Gift, Eugene, OR
2001 Language & Silence, Eugene, OR, Portland, OR

Selected Exhibitions

- 2007 GOMA, Basilica di San Francesco, Assisi, Italy
- 2006 Enamel Invitational, The Art Foundry Gallery, Sacramento, CA
- 2005 Small Treasures Invitational, Solomon Dubnick Gallery, Sacramento, CA
Miniatures and Masterpieces, The Art Foundry, Sacramento, CA
- 2003 Pocket Notes, Foundry Gallery, Washington, DC
- 2002 The Gift, Laverne Krause Gallery, Eugene, OR
- 2001 Language & Silence, Eugene Foundry Building, Eugene, OR, Pacific Northwest College of Art, PDX, OR
Sunken: Portholes to Mindscapes, Laverne Krause Gallery, OR
Redirecting of A: Motion, Laverne Krause Gallery, Eugene, OR
- 2000 Pass-Affect, Laverne Krause Gallery, Eugene, OR
PP2-Blue/Reconstructing Faith, Eric Washburn Gallery, Eugene, OR
Performance 14, The Hearth, Eugene, OR
Entry - Exit, Laverne Krause Gallery, Eugene, OR
- 1999 Stripping the Silver Lining, Laverne Krause Gallery, Eugene, OR
Sounding, The Hearth, Eugene, OR
- 1998 Malheur '98, Laverne Krause Gallery, Eugene, OR
- 1997 Recent Acquisitions by the UW - Green Bay Permanent Collection, Lawton Gallery, Green Bay, WI
24TH Juried Annual, Lawton Gallery, Green Bay, WI
Hardy Gallery Juried Annual, Hardy Gallery, Anderson Docks, Ephriam, WI
Four Went West, 407 Gallery, Green Bay, WI

Teaching Experience

2004 - 2007	The Art Foundry, Sacramento, CA – Instructor, Introductory and Advanced Bronze Casting Classes
2002 - 2004	Kraft Studio, Washington, DC – Instructor, Neon Bending Classes
2000 - 2002	University of Oregon, Eugene, OR – Instructor, Multimedia Portfolio & Resume Development (2 sections)
2001	University of Oregon, Eugene, OR – Instructor, Basic Design (2 sections)
2000	University of Oregon, Eugene, OR – Instructor, Photography I Course(3 sections)
1998	Malheur High Desert Photography Workshop, Instructor - Sponsored by the University of Oregon

Fellowships

1998 - 2001	University of Oregon, Oregon Arts Fellow – Awarded nine teaching fellowships
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Related Work Experience

2008 – Pres	Project Manager, Savoy Studios, Portland, OR
2007 - Pres	Principal / Lead Artist, FORM design Build, Studio, Bend, OR
2004 – 2007	Lead Foundry Tech, The Art Foundry, Sacramento, CA
2002 – 2004	Sculpture Studio Manager, Kraft Studio, Washington, DC
2001 – 2002	Architecture & Allied Arts Northsite Tech (TMW II), University of OR, Eugene, OR
1998 – 2001	Photography Facilities Manager, University of Oregon Dept. of Art, Eugene, OR
1997 – 1998	Studio Photographer, Shopko Inc. Corporate Photography Studio, Green Bay, WI

Skillsets

(Sculpture, Studio)

- Monument scale lost wax casting
- Bronze finishing / patina
- Monument scale armature Construction
- Sculpture enlargement
- Composite cold casting
- Welding (TIG, MIG, ARC)
- Oxy/Acetylene cutting / welding
- Hand / power tool operation
- Production quality mold making
- Molds from live models
- Precision metals equipment (CAD operated punch, press, brake, and milling equipment)
- Finish quality woodworking
- Concrete forming / casting
- Neon bending and processing
- Public art installation and project management

(Computer, Software)

- Adobe Creative Suite
- Acad
- Solidworks
- AP100
- Mac and PC expertise as well as networking, and computer hardware

(Photography, Digital Media)

- Digital and linear video editing and still
- Camera operations: 35mm, medium, large, digital Polaroid, pin hole
- Traditional B&W , color and alternative process and printing
- Commercial: C41 machines/E-6/ B&W, and mural
- Lighting and studio equipment expertise
- Digital photography and image manipulation