MICA design graduates create work that shapes the way we live, work, and play. Austen Weitzel ’13 (IA), for example, is a junior puppet fabricator at LAIKA Animation Studio, the Portland, Oregon-based studio behind movies such as The Boxtrolls and Coraline. Weitzel, who landed a job at LAIKA after a successful internship, puts the 3D printing and fabrication skills he learned as an undergraduate to use on the job. His work explores creatures, environments, and a multitude of other inspirations. Look out for Weitzel’s spectacularly unique creations in the stop-motion animated film Kubo and the Two Strings, due out summer 2016. For more career success stories, turn the page.
Elizabeth Beasley ’13 (GD) is an associate graphic designer with Gap, Inc., where she designs and illustrates artwork for the infant apparel and accessories department.

Karen Shea ’14 (GD) is an engineer for Mapbox, a mapping platform that allows easy integration of location maps into mobile and online apps.

Andrea Dombrowski ’14 (ENV/ARCH) is a designer at Element, a Colorado-based company that creates customized work environments.

Oliver Munday ’07 (GD) had three of the best book-cover designs in 2014 as designated by the art director of the New York Times Book Review. The designer, who is based in New York City, has been recognized by major design publications, including Communications Arts, and he was named one of PRINT magazine’s 20 under 30 in their new visual artist review.

Patricia Berry ’06 (ENV/ARCH) is a site supervisor for Habitat for Humanity of the Chesapeake.

Julie Diwald ’09 (GD) is a graphic designer at Peabody Essex Museum in Boston. She previously worked as a designer at Hasbro, working on package design for such brands as Lite-Brite, Spirograph, and Play-Doh.

Heather Kohlberger ’15 (ENV/ARCH) recently worked with a team that created an Ebola Isolation Tent as part of the Emergency Ebola Design Challenge, held by Johns Hopkins University’s Center for Bioengineering Innovation and Design and Jhpiego, a nonprofit health organization.

Tyler Tamburo ’13 (IA) is an exhibit technician for Port Discovery Children’s Museum in Baltimore.

Brooklyn-based Luke Williams ’09 (GD) is brand creative director for Paperless Post, an e-commerce company focused on custom online and printed stationery, greeting cards, and invitations.

Colin Dunn ’12 (GD) is a digital and print designer for San Francisco-based Dropbox.

Many of our alumni are working at Under Armour. Meredith Cole ’13(GD) is an apparel graphics designer for the Baltimore-based athletic apparel company, while fellow alumna Brianna Antonaccio ’11 (GD) is a women’s accessories designer. Theo Pinto ’13 (ENV/ARCH) is an environment’s designer for Under Armour’s Global Retail Creative group. Lexi Pearson ’13 (GD) is a production artist responsible for creating designs and overseeing Under Armour’s collaborations with Marvel, DC Comics, and Hasbro. Sarah Park ’14 (GD), Amelie Au ’14 (GD), and Laura Sucre ’14 (GD) designed T-shirts for Under Armour while still students at MICA.
as web, interactive, & UX designers

Kevin Zweernik ’15 (GD) is a web interface designer for The New York Times; while at MICA, he was a design intern at Facebook.

Lauren Snyder ’11 (GD) is a game artist and UI designer at Big Huge Games.

Olga Androsik ’14 (IA) is a UX designer and architect for JCPenny, where she works with product managers and designers to ensure customer needs are met across all digital media.

Chelsea Treddup ’10 (IA) UX/UI designer for Email on Acid, a company that provides testing and tracking tools for email marketing.

Chris Carr ’07 (GD) is a video game and app producer with Nickelodeon, where he has produced more than 30 games, including titles for Teenage Mutant Ninja Turtles and The Legend of Korra.

Elena Roznovan ’12 (IA) is a web designer for the Los Angeles-based trade and development firm, Allied Feather & Down.

Shawn Cook ’14 (IA) is a UI/UX programmer for Kung Fu Factory, a company that develops console and mobile games such as Teenage Mutant Ninja Turtles: Rooftop Run. Cook landed his first full-time job for Bully!Entertainment while a junior at MICA.

Caleb Gatlin ’08 (IA) is a learning designer for Google in the San Francisco Bay Area.

Jess Neil ’08 (GD, ILL) is a senior interactive designer at BHLDN/Anthropologie Weddings, while Hannah Mack ’12 (GD) is a junior interactive designer at Anthropologie in Philadelphia.

Bruce Kofo ’09 (ENV/ARCH) is a flash developer at AMP Agency in Boston, a digital marketing firm which provides social media, interactive communications, and mobile technology solutions to clients that include Intel and Samsonite.

Andrea Waterman ’13 (GD) is a designer at Fueled, where he works on interface and experience design for web and app projects.

and design their own unique paths to success

Hans Harland-Hue ’13 (ENV/ARCH) is CEO and founder of Envicloud LLC, a resource for socially progressive designers working on sustainable projects around the world.

Justin Livi ’13 (IA) is co-founder and software design engineer at Brinkbit, a Baltimore-based web design, game, and mobile app company.

Bruce Willen ’02 (GD) and Nolen Strals ’01 (GFA) founded Post Typography, an innovative typography and design shop with work featured in the New York Times, and Wired and Esquire magazines.

Joel Bobeck ’07 (IA) founded Bobeck Media, a boutique design firm that creates websites for customers throughout Maryland.

Chang Park ’12 (IA) is a new media artist and electronic musician at Few Sounds in Berlin, Germany. While still at MICA, Park founded WSR TRAX, a Korean electronic music record label. The label promotes young artists internationally and streams music to Beatport.

Carlos Florez ’07 (GD) is an Emmy Award-winning director of films and commercials and owner of Los Angeles-based Rezlab Studios. His clients include NBC’s Sunday Night Football, NASA, Target, and Paramount.

Zeynep Koksal ’05 (ENV/ARCH) is co-founder of zee+bee, a design consulting firm based in Istanbul, Turkey, that specializes in brand identity, package design, and product design.

P.J. Richardson ’00 (GD) founded the motion graphics firm Laundry in Los Angeles, and his clients include The Simpsons, eBay, The Rolling Stones, Netflix, and Sony.

Anthony Mattox ’11 (IA), Andy Mangold ’11 (GD), and Josh Hepworth ’11 (GD) co-founded Friends of the Web design studio along with other friends, where they create mobile applications, websites, and other screen-based work. Clients include Google, eBay, and the Walters Art Museum.

launching startups & founding businesses

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