Maryland Institute College of Art MICA

Some companies who have hired MICA designers for jobs or internships:

- Abercrombie & Fitch
- Adobe
- Anthropologie
- AOL
- AppDirect
- Apple, Inc.
- Architectural Alliance
- Carlos Zapata Studio
- Discovery Communications
- Dropbox
- Facebook
- Flightpath
- Gap, Inc.
- General Dynamics
- Google
- GQ magazine
- Habitat for Humanity
- Hasbro
- HBO
- Kate Spade
- Kennedy Center for the Performing Arts
- Leo Burnett Worldwide
- Microsoft
- Millenial Media
- MTV Networks
- Museum of Modern Art
- National Public Radio
- Nickelodeon
- O, The Oprah Magazine
- Ogilvy & Mather
- Paperwhite
- Port Discovery
- PUMA International
- Quirky, Inc.
- Reginald F. Lewis Museum of Maryland
- Solomon Cordwell Buenz
- Tihany Design
- Under Armour
- Urban Outfitters
- Weber Shandwick
- Wolff Olins

Success in Design Professions

Faculty who are leaders in design professions connect MICA students with outstanding opportunities for internships, freelance, and career-launching jobs.

SPOTLIGHT ON: Vanessa Garcia ’10

MICA’s design graduates create work that shapes the way we live, work, and play. Vanessa Garcia ’10 (GD), for example, is an art director with Leo Burnett Worldwide, where she is responsible for creative strategy and design for clients including McDonald’s. She was the lead creative for the 2014 McDonald’s Monopoly campaign, recently finished print merchandise for the chain’s 2014 Latin Grammy sweepstakes, and saw her account win the 2014 Addy Award for the McDonald’s Literary Store, a nontraditional environment campaign. Garcia says that MICA gave her an edge when she applied for the job, crediting faculty for helping her build a diverse portfolio that stood out in a pool of other candidates. For more stories of career success from MICA’s graduates in environmental/architectural, graphic, and interactive design, turn the page.
Creative Firms & Agencies

Cassie Johnson ’13 (GD) turned an internship at the creative communications firm Leo Burnett Worldwide in Chicago into a full-time job as an art director.

Isaac Gertman ’03 (GD) is a principal at Paperwhite, a multidisciplinary design studio based in New York City.

Brett Grau ’12 (IA) is a senior interactive designer for Flightpath in New York City, NY, a digital marketing agency with clients including NexisLexis, the New York Public Library, and Conde Nast Publications.

Jessica Schwartz ’03 (ENV/ARCH) is a designer for Carlos Zapata Studio in New York City.

Ryan von Dohlen ’12 (GD) is a senior interactive designer in the Washington, D.C., office of Weber Shandwick, a multinational public relations firm.

Peter Brown ’10 (IA) is an art director at Mission Media, LLC, a creative agency with clients including STX Lacrosse and National Geographic.

Kallie Sternbergh ’11 (ENV/ARCH) works as a designer and project manager for Akoaki, an architectural firm in Ann Arbor, Michigan. Sternbergh will graduate in 2016 from the University of Michigan with a Masters of Architecture.

Jeffrey Buan ’07 (ENV/ARCH), who specializes in interior design and 2D/3D computer visualization, is an interior designer for New York-based Tihany Design, an internationally renowned design firm specializing in the hospitality industry.

Hans Harland-Hue ’13 (ENV/ARCH) recently finished a research residency at the Sloth Rehabilitation Center in Costa Rica, and is an architectural design intern at Architectural Alliance, New Mexico.

Business, Media, Nonprofit, & Arts Organizations

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

Julie Diewald ’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.

Jessica Schwartz ’03 (GD) is creative director at Skip Hop, a New York City-based company devoted to designer products for new parents. She was previously creative services director at O, The Oprah Magazine, where she oversaw the marketing art department.

Charde Fuller ’10 (GD) is a digital and print designer for Fanatics, a leading online retailer selling officially licensed sports merchandise.

Colin Dunn ’12 (GD) is a digital and print designer for San Francisco-based Dropbox. He previously worked as a product designer for Facebook in New York City.

Ruth Enslow ’09 (ENV/ARCH) is a property management assistant at Danhechar, LLC, in Uganda. She previously spearheaded the building of Kilombera Kids Learning Center in that country.

Ebony Tyler ’14 (GD) is a graphic designer at the Reginald F. Lewis Museum of Maryland African American History & Culture in Baltimore.

Luke Williams ’09 (GD) is a senior graphic designer at the Museum of Modern Art in New York City.

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

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 alum, Brianna Antonaccio ’11 (GD) is a women’s accessories designer. 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.

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.

Gina Dean ’06 (GD) manages all aspects of artist collaboration projects for Anthropologie’s home product division.

Katherine Marmion ’14 (GD) designed the 2014 calendar for the organization Friends of Rabbits, a nonprofit rescue group.

Oliver Munday ’07 (GD) had three of the best book-cover designs in 2014 as designation 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.
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.

Ben Domanico ’07 (IA) is a creative director at AppDirect, a leading cloud service marketplace and management platform.

Emily Bennet ’09 (GD) is a user experience designer at Millennial Media, a mobile advertising firm with the largest mobile media audience in the U.S.

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.

Juliana Diaz ’04 (GD) and Kirk von Rohr ’04 (GD) both work for Apple, Inc. Diaz is a senior user experience designer while von Rohr is a design manager. Before joining Apple, Diaz was a senior visual designer at Netflix.

Bruce Kofi ’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.

Chelsea Treddup ’10 (IA) is a web developer and production artist at Trefoil Group, a communications agency that has built websites for Renaissance Power Systems and Dickten Masch Plastics.

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

Bon Champion ’13 (GD) turned a spring 2012 internship at Baltimore-based Fastspot into a full-time position as a content strategist.

Emily Long ’12 (GD) is a designer at Quirky, Inc., an innovative consumer product company based in New York City.

Maria Chimishkyan ’13 (GD) is a junior web designer for Urban Outfitters.

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.

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.

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.

Brian Connor ’11 (GD) is co-founder and director of design at Infusd, which provides data visualization, user experience design, interface design, and web design and development services.

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

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

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.

While still a student, Jonnie Hallman ’09 (GD) customized his graphic design major to focus on software development and code-based experimentation and created the acclaimed AIR application DestroyTwitter, which enables users to access Twitter through a mobile device. He recently started his own company, Destroy Today, LLC.

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.

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.

…and design their own unique paths to success.

Company Founders & Partners
Top Grad Schools, Honors, & Residencies

Stephen Edmond ’11 (GD) was named a “Top Student to Watch” in Graphic Design USA magazine. Stephen is currently working in New York City as an environmental graphic designer at Gensler, a global design firm. He previously worked for Everlast, where he designed uniforms for the USA Olympic Boxing team worn during the London Olympics in 2012.

Nick Fogarty ’16 (GD), Jen Doyle ’15 (GD), and Prescott Foland ’15 (GD) were selected for the PNC Design Fellowship the summer of 2014, a paid eight-week opportunity to collaborate with Baltimore area development organizations.

Kimberly Meistrell ’15 (GD) received a 2014 France-Merrick Community Arts and Service Fellowship.

Real-World Experience at MICA

Professional Experience: Interactive Exhibit Design
As part of a new curriculum track in interactive exhibit design, MICA interaction art (IA) students work closely with the professional staff of the Maryland Science Center. Students gain invaluable real-world experience: researching audience needs and exhibition content, developing interactive exhibits, prototyping the exhibits, testing and refining the prototypes, and then seeing their designs fabricated and installed. Student-designed exhibits were unveiled as part of a new permanent exhibition, Cells: The Universe Inside Us, at the Science Center. This long-term partnership and similar projects with Port Discovery Children’s Museum and other institutions offer students interested in interactive exhibit design the ability to build extensive, real-world experience and professional connections as part of their undergraduate education.

Professional Experience: Sustainable and Community-Based Design
The multidisciplinary class, Climate Change and Sustainability, was one of many at MICA and The Johns Hopkins University that Chloe Bendistis ’08 (ENV/ARCH) used to build a personalized curriculum focused on environmentally friendly and community-focused design. She supplemented coursework with internships. A summer internship her junior year introduced her to Leadership in Energy and Environmental Design (LEED) certification, the national benchmark for environmentally friendly projects. Her LEED experience at Struever Brothers Eccles & Rouse prepared Bendistis to test for accreditation as a professional with a thorough understanding of green building practices and principles. Her LEED Professional Accreditation was a major factor when she landed a job, immediately after graduation, with The Sheward Partnership in Philadelphia, Pennsylvania, as a design and sustainability consultant.

MICA’s design curriculum offers a range of other opportunities for design students to gain community-focused and socially responsible professional experience. This is a key focus of MICA’s Center for Social Design, which brings undergraduate and graduate students together to work on interdisciplinary projects with outside partners in an effort to address specific social problems. Recent partners include the National Wildlife Foundation, the Johns Hopkins School of Medicine, and Whole Foods Market.

Since 2001, MICA has partnered with Johns Hopkins Bloomberg School of Public Health in the MICA/JHU Design Coalition, which engages design students in finding ways to communicate important public health information generated by the school’s researchers to communities in inner-city Baltimore. Students have created socially responsive and creative solutions that have enhanced awareness of lead paint poisoning, home safety, diabetes, and hypertension.

MICA was listed among the top 25 U.S. graphic design schools by ID Magazine, and Print magazine featured MICA in its issue on the top design programs in the U.S.

Those MICA students and alumni who achieve the highest rate of career success are those who take full advantage of career services and of the education programs offered by MICA.