ANIMATION & GAMING

This growing field is a natural fit for many MICA alums with a background in 3D design, painting, drawing, graphic illustration and animation. These skills can be utilized in the gaming and commercial film industry, and in developing mobile applications.

YOUR TITLE COULD BE:

3D Modeler
Art Director
Animator (CG/3D)
Compositor
Concept Artist
Character Artist

Environment Artist
Game/Level Designer
Generalist
Lighting Artist
Multimedia Developer
Production Assistant/Coordinator

Rigger
Storyboard Artist
Technical Director
Texture Artist
User Experience/Interface Designer
Visual Effects Artist (FX)

ART EDUCATION

Students interested in a career as an elementary/secondary educator often enroll in MICA's MAT (Master of Arts in Teaching) Program, which is a capstone 5th additional year to prepare MICA artists to teach grades K-12. Additionally, some students pursue teaching in private schools, museums, and other non-profit venues that do not necessarily require certification. There are recruiters who visit campus in the spring semester to assist our graduating students in being placed in schools in the region.

To teach at the college level, a Master of Fine Arts degree is generally required. An MFA degree takes about 2-3 years to acquire, and you can find out about such programs in the Career Library.

YOUR TITLE COULD BE:

Art Teacher
College Professor
Community Programs Director

Curriculum Writer
Educational Consultant
Museum Educator

Private Studio Owner
Workshop Instructor
Visual Arts Resource Teacher

ART PUBLICATIONS

Artists with an art history background and strong writing skills may be interested in writing for newspapers, radio, television, magazines, blogs, and social media. Art critics might specialize in a specific art form, serve a particular trade, or respond to the needs of the public.

SPECIFIC TITLES INCLUDE:

Art Critic
Art Writer

Publicist
Social Media Specialist

ART SERVICES

MICA alums may find themselves in the arts services industry, which can be very rewarding. Access to the arts is increasingly difficult in tough economic times and there are several careers that bring arts to low income communities, or offer people rehabilitation through the arts.

TITLES WITHIN THIS COULD BE:

Arts Administrator
Art Director
Art Librarian

Art Therapist
Community Artist-in-Residence
Community Arts Programmer

Educator/Instruction
Grant Writer
CRAFTS/ARTISAN/FABRICATION

Many alumni have started their own businesses around the making of fine craft. Their products can be sold in boutiques, at craft fairs, and also online. Whether you are interested in glass blowing, printmaking, furniture design, or jewelry, there are local artisans and craftspeople willing to sponsor internships or just answer questions about establishing your own business and marketing your products.

COMMON CRAFT ARTISTS ARE:

- Book Artist
- Ceramist
- Glass Craftsperson
- Fabricator
- Fabrication Lab Owner
- Faux Finisher
- Furniture Maker
- Jewelry Designer
- Letterpress Printer
- Makerspace Community Leader
- Materials Technician
- Metalsmith
- Paper Maker
- Studio Shop Assistant
- Weaver
- Woodworker

ENVIRONMENTAL/PRODUCT DESIGN

Every consumer venue and product has a designer, whether it’s an object, a piece of furniture, architecture or an interior space, or an entire city. Artists may work as consultants to many industries, as freelance designers, or as a staff designer for an architect or manufacturer. Designers may create models in a variety of materials. Exhibitions for conventions, museums, schools, retail stores, corporations, and public spaces demand qualified designers, perhaps with a background in 3D design. The exhibit designer at the National Aquarium in the Inner Harbor is an alum, as is a Maryland State Parks exhibit designer.

SOME DESIGN JOB TITLES INCLUDE:

- Architectural Model Maker
- CAD Systems Professional
- Environmental Designer
- Event Designer/Art Director
- Exhibit/Display Designer
- Furniture Designer
- Industrial Designer
- Interior Architect/Designer
- Landscape Architect
- Lighting Designer
- Package Designer
- Product Designer
- Project Manager
- Set Designer (theater or film)
- Sustainability Specialist
- Toy Designer
- Urban Planner

FINE ART

Fine artists usually maintain their own studios, which are operated as small businesses. They may sell work through galleries, interior designers, consultants, and agents who take commissions. They may also exhibit in non-profit venues, like artist collectives and museums. Grants, residencies, a Masters in Fine Arts, and supplemental employment are options all fine artists should consider along their career path.

YOUR TITLE COULD BE:

- Artist-in-Residence
- Arts Administrator
- Community Studio Owner
- Critic
- Curator
- Exhibiting Artist
- Fine Artist
- Master Printer
- Muralist
- Public Artist/Sculptor
- Studio Assistant/Manager
**FILM AND THEATER**

Whether you are a painter, a sculptor, a fiber artist, or digital media artist, many of the skills you have acquired as a student at MICA can be transferred to the film, television, and theater industries. These jobs are often freelance or union positions and can be an exciting way to put your talents to use, as productions are constantly changing. You may have an opportunity to travel with a production. Many of the small theaters around Baltimore offer internships to MICA students.

**Titles in this field include:**
- Camera Assistant
- Cinematographer
- Concept & Production Designer
- Compositor
- Filmmaker
- Director
- Draper
- Editor
- Lighting Designer
- Makeup Artist
- Motion/Title Sequence Designer
- Prop Master
- Property/Shop Technician
- Puppet Designer
- Scenic Designer
- Scenic Painter
- Set Construction Technician
- Stage Manager
- Wardrobe/Costume Designer
- Visual Effects Artist (FX)

**INTERACTIVE AND GRAPHIC DESIGN**

Graphic and interactive designers can freelance on their own, work for a small to mid-size design firm, or work for a major corporation or organization’s communications department. Staff designers within organizations may design and develop audio-visual support for presentations, annual reports, manuals, catalogs, websites, and interactive exhibitions.

Internships are especially popular in these fast-paced design fields, and are crucial to meeting important designers and staying on top of recent technology and design trends. Our students find our vast listings of graphic design internships very helpful, and some lead to paid positions after graduation.

**Specific titles include:**
- Advertising Designer
- Art Director
- Creative Director
- Design Strategist
- Environmental Graphics Designer
- Exhibit Designer/Technician
- Data Visualization Specialist
- Information Architect
- Interaction Designer
- Junior/Senior Designer
- Mobile App Developer
- Motion Graphics Designer
- Packaging Designer
- Producer/Production Manager
- Social Media Manager
- Typography Designer
- User Experience/Interface Designer
- Web Developer

**ILLUSTRATION**

Many MICA alumni from a range of majors choose to pursue careers in illustration. Illustrators create work for book jackets, children’s books, magazines, newspapers, advertisements, posters, CD covers, graphic novels, corporate publications, websites, concept art, interactive gaming, and animation. Staff as well as freelance positions working with advertising agencies, print and web publications, and colleges or universities are just a few common options. Internships are a wonderful way to observe and learn the differences between freelancing and staff illustration.

**Specialized fields of illustration include:**
- Character Design
- Children’s Book
- Comic
- Concept
- Courtroom
- Editorial
- Fashion
- Lifestyle
- Medical
- Nature & Botanical
- Production
- Storyboard
- Technical/Instructional
- Textile Pattern

---

**JOSEPH MEYERHOFF CENTER FOR CAREER DEVELOPMENT**

410-225-2420 · 1410-225-2528 · careerdevelopment@mica.edu · www.mica.edu/careerdevelopment · www.MICAnetwork.com
MUSEUMS/GALLERIES

MICA alumni have pursued careers in museums, non-profit organizations and commercial galleries. They may specialize in curating, art handling, conservation, exhibits, education or arts administration. Many museum positions require Masters degrees.

**JOB TITLES IN THIS INDUSTRY INCLUDE:**
- Archivist
- Conservation Specialist
- Curator
- Educator
- Exhibition Designer/Coordinator
- Gallery Assistant
- Gallery Owner
- Museum Director
- Preparator
- Program/Event Coordinator
- Registrar
- Volunteer Coordinator

PHOTOGRAPHY

Images are everywhere, and high quality editorial images are in demand from marketing departments of large corporations to the smallest boutique businesses. From fashion, to food, to medicine, all industries need photography.

**SPECIFIC TITLES INCLUDE:**
- Architectural
- Aerial
- Agricultural
- Commercial
- Event
- Fashion
- Fine Art
- Food
- Medical/Forensic/Pathology
- Photo Editor
- Photojournalist
- Photo Stylist
- Portrait
- Product
- Studio Owner

TEXTILES AND FASHION

Students majoring in Illustration, Drawing, Graphic Design and of course Fiber have transferred their art-making into this field, from starting their own clothing line to development of new woven materials, to pattern design.

**JOB TITLES IN THIS INDUSTRY INCLUDE:**
- Accessories Designer
- Apparel/Fashion Designer
- Buyer
- Color & Trend Analyst
- Costume Designer
- Draper
- Fashion Illustrator
- Fashion Merchandiser
- Photo Stylist
- Textile/Fabric Designer
- Weaver